

# TOTAL SATURN

## A-Z of Saturn!

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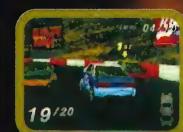


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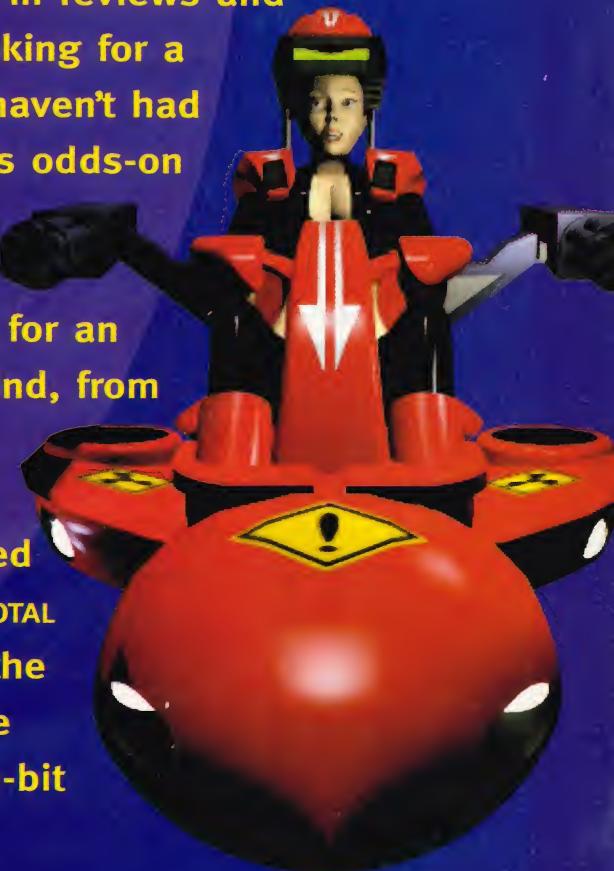


# Welcome to **TOTAL SATURN**

Regular readers will no-doubt be wondering what we're up to this issue. **TOTAL SATURN** is essentially a reviews and previews magazine, focusing on new and forthcoming software. But heck, we fancied a change... and what better change for a Saturn magazine than an A to Z issue, packed with the best in reviews and cheats? If you've been looking for a certain type of game but haven't had much joy in your search, it's odds-on you'll find it within the next eighty pages.

Similarly, those searching for an elusive hint or tip will find, from page 72 on, a virtual cheating heaven.

With over one hundred games reviewed, **TOTAL SATURN** 4 must be the most comprehensive guide to Sega's 32-bit machine ever.



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and  
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Earthworm Jim 2  
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Fighting Vipers  
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Guardian Heroes  
GEX  
Hang On  
The Horde  
Impact Racing  
Johnny Bazookatone  
Mortal Kombat 2  
NBA Action  
Myst  
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Virtual On  
WWS '97  
Worms  
X-Men: COTA



# On your Coverdisc



## Sega Rally

The best racing game ever!



## Panzer Dragoon 2

Slick shoot-'em-up action



## Baku Baku

Puzzle fun with animals. No, really...



## Euro '96

Relive the glory of last summer's tournament



## Virtua Fighter 2

The best beat-'em-up for the Saturn? You decide...



## Instructions

Remove disc from TOTAL SATURN cover. Place inside Saturn drive. Ensure Saturn is switched on, plugged into TV and such like. Finally, enjoy!



# Every Saturn Game Ever

## Reviewed & Rated\*



**Sega Rally**

Arguably the best racing game on any format ever. Turn to page 48 for a full review.



**Tomb Raider**

Core's incredible adventure is sublime on the Saturn. Jump to page 60 for a full low-down.



**Alien Trilogy**

Acclaim's movie tie-in has been hugely successful for them. Find out why on page 9.



**NiGHTS**

Sega's innovative and beautiful NiGHTS; the stuff dreams are made of? Check page 40.

If you've owned a Saturn for a while, you'll be well aware of the many amazing games you can purchase for your machine. From *Tomb Raider* to *Tempest 2000*, *Sega Rally* to *Shining Wisdom*, the sheer variety of games users can choose from is awe inspiring. But could you be missing out on a choice piece of software simply because it hasn't been brought to your attention? Read on and find out.

Newcomers to Sega's 32-bit machine will have an obvious problem. With so many games in the shops, how can one choose the best of the brace? Our answer is simple – take a look through the next seventy pages.

Each game is marked in true TOTAL SATURN tradition. Bad games receive poor marks, good titles praise. Being an independent title, we are in no way obliged to rate any game highly in order to avoid a confrontation with a licence holder or their third-party colleagues. What's more, we understand that circumstances can change a rating. What use is a multi-player game if the buyer has but one joypad? Is it worth an action-addicted joypad junkie buying a certain strategy game on account of its various merits? We always attempt to clarify points such as these in each review to help you out.

**Enjoy the issue!**



**Fighting Vipers**

Beat-'em-ups don't come much slicker than this. Slither your way towards page 27.



**SF Alpha 2**

Virgin's superb *Alpha 2* is the best of the *Street Fighter* games to date. Dragon Punch page 55 to see why...



**Virtua Fighter 2**

Sega's slick beat-'em-up is still a favourite with most Saturn owners. See it for yourself on page 65.



**The Story of Thor**

At last, a rival for *Zelda* on a Sega machine. Read all about it on page 54...



# 3D Lemmings

Lemmings was, without question, the making of Psygnosis. Previously known for wonderfully presented titles with little in the way of gameplay, the Liverpool based publishers hit the big time with DMA Design's superb save-'em-up. Various other Lemmings games followed until, with the advent of the technology capable of supporting it, the inevitable happens: a Lemmings 3D game release occurs.

On all formats, one recurring criticism has blotted the 3D copybook. The pointer-driven 'saving' format is enjoyable (and novel) enough, but that extra



dimension is hard to work with. It's all down to patience. If you have a great deal of it, you'll find

Lemmings 3D's puzzles a joy, especially as there's little else like it for the Saturn. If, on the other hand, you're a wired-up joypad junkie with an affinity for fighting, shooting and driving things, best leave this one for others. There's also the problem that, unlike the PC version, there's



no way to control it using a mouse – indeed, you can't even buy one for Sega's machine in the UK. Controlling Lemmings 3D with a joypad isn't too difficult, but this type of game just wasn't designed for a D-pad. Try it and see.



Save the fluffy green ones

**TOTAL SATURN**

**Score Sheet**



Publisher:	Psygnosis
Players:	One
Price:	£44.95
S/H availability:	circa £30
Game type:	Puzzle

**GRAPHICS 89**

**SOUND 78**

**GAMEPLAY 82**

**OVERALL %**

**81**

**Score Sheet**

**TOTAL SATURN**

**Score Sheet**



Publisher:	Gremlin
Players:	One to Eight
Price:	£44.95
S/H availability:	circa £30
Game type:	Golf Sim

**GRAPHICS 91**

**SOUND 86**

**GAMEPLAY 90**

**OVERALL %**

**90**

**Score Sheet**

# Actua Golf

If we had to describe Actua Golf in a word, that utterance would be 'gentle'. With commentary by the BBC's own golf guru, its laid-back pace and general atmosphere is unusual for a console game. As sports sims go, it's as good a golf game as you're likely to find for the Saturn. This is largely due to its impressive graphics and presentation, but the part that its wealth of options play

can't be discounted. Choosing to play either Skins, Amateur Tour (Pro Tour once you've qualified from the aforementioned) or Stroke Play, it soon becomes apparent that Actua Golf looks fantastic. There are numerous views, your character is superbly animated when he swings his club and the ball-following sequence after a shot has been made is excellent. Sound plays a huge part too, with excellent commentary complemented by a superb range of golf course noises – y'know, birds tweeting, that sort of thing. Many golf game fans still insist that the very best implementation of the sport on a console is, surprisingly, Electronic

Arts' PGA title on the Mega Drive. This Gremlin effort matches it stroke for stroke.



Enough super stats for anyone



# Alien Trilogy



**Acclaim's alien-blasting *Doom*-derived shooter is regarded by many as the best of its genre on the Saturn...**

**T**here have been games for each of the Alien films over the years — two for Aliens, in fact — but, without a doubt, *Alien Trilogy* is the best, on any format.

Combining elements and scenery from all three films, this Acclaim release is made up of three sections. The first mission — made up of roughly twelve levels — centres around the clearing of a colony base infested with

xenomorphs, the second in an isolated prison colony, and the third in a crashed alien space ship. All areas are presented and played in true *Doom* tradition with 3D tunnels, elevators and doors. *Alien Trilogy*'s puzzle aspect manifests itself in the form of activating doors, finding batteries and other such activities, all designed to either let you progress further into a level or exit

it. There are also, not surprisingly, a host of HR Geiger creations to kill, or be killed by. From face huggers to hideous dog-like monsters — considerably more than there were in the third film — all can be shot with the various weapons you can find as you proceed throughout *Alien*

*Trilogy*'s thirty-plus levels. You begin with a simple pistol but soon find a shotgun, before progressing to such wonderful pieces of hardware such as Smart Gun and Flamethrower. Each weapon can hold a certain amount of ammo and, like *Doom*, conserving this for when you need it most is highly important... in fact essential, even. Running out of firepower leaves

you with the pistol on infinite fire, but the reload rate is quite incredibly slow. Finding yourself in this sort of a predicament is a usual prelude to the game over screen...

*Alien Trilogy* is one of the best *Doom* games around. Probe — its programmers — made the right decision when they decided to use the license in such a fashion. If we had to criticise it in any way, we'd have to say it's perhaps a little easy to complete... but then, with so much in the way of secrets to discover, the potential play life is much greater than you may think. *Alien Trilogy* is packed with atmosphere and ranks as one of the best arcade blasters on the Saturn with a good dose of thoughtful moments to complement the mindless slaughter. A must for all you xenophobes...



**TOTAL SATURN**

## Score Sheet



Publisher:	Acclaim
Players:	One
Price:	£44.99
S/H availability:	circa £30
Game type:	Shoot-'em-up

**GRAPHICS** **88**

**SOUND** **91**

**GAMEPLAY** **90**

**OVERALL** **90**

**Score Sheet**

# Alone In The Dark 2

**S**ubtitled 'Jack is Back', *Alone in the Dark 2* is an adventure game. Part of an already highly successful PC series, it's not surprising that this made its way onto the Saturn. As conversions go, it's not a bad effort. The original plot, FMV and puzzles are all



What kind of stuff goes on in spooky mansions usually, dummy?

there... and its graphics are pretty close too. But still, we at TOTAL SATURN aren't entirely impressed by *Jack is Back*.

This is largely due to the stop-start nature of its gameplay. We appreciate that you have to die in adventure games; we just don't like the idea of doing it so much. Most confrontations in *Dark's* many rendered locations can happen twice, simply because there's a linear approach you have to learn. Then there are the camera angles to contend with. As if shooting or punching your adversaries wasn't difficult enough, you also have to manoeuvre yourself into a position where you can actually see what's



going on, in far too many instances. To cap it off, the CD accessing can become just a tad tiresome. Need we talk about poor puzzles and occasional bouts of walking around aimlessly for hours?

*Alone in the Dark 2* isn't a bad game... it's just not an amazingly good one either. Fans of involved adventures may enjoy the challenge it presents, but those gamers with less joypad skills than others, would be best advised to stay well away. That also applies to Saturn owners with little patience — *Jack is Back* can prove very frustrating... ■

**TOTAL SATURN**

## Score Sheet

ALONE IN THE DARK  
JACK IS BACK

Please wait, loading...

Publisher: Infogrames

Players: One

Price: £39.99

S/H availability: Circa £20

Game type: Adventure

**GRAPHICS** 87

**SOUND** 80

**GAMEPLAY** 70

**OVERALL** %

**72**

## Score Sheet

**TOTAL SATURN**

## Score Sheet



Publisher: Sega  
Players: Multiple  
Price: £39.99  
S/H availability: Circa £30  
Game type: Wanton joypad slaughter

**GRAPHICS** 90

**SOUND** 83

**GAMEPLAY** 77

**OVERALL** %

**79**

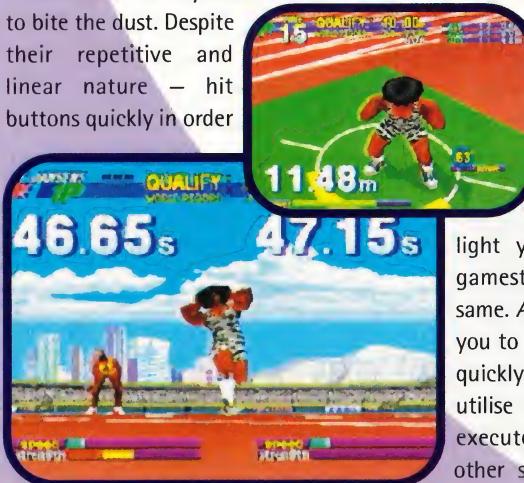
## Score Sheet

# Athlete Kings

**B**utton-bashing games first surfaced way back at the start of the Eighties. First appearing in the arcades, the concept soon appeared on the home computers of the time... causing many a Spectrum or Commodore 64 keyboard to bite the dust. Despite their repetitive and linear nature — hit buttons quickly in order

to make a sprite beat a time limit, or something similar — these are often fondly remembered by long term gamers. *Summer Games*, *Hyper Sports*, *Track & Field*, *Daley Thompson's Decathlon*... all relics of a far less aesthetically pleasing era, oft-mentioned when describing the death of an old favourite joystick of yours.

Or maybe not — but you must catch our drift. The graphics may have moved on by light years, but the tired gamestyle remains the same. *Athlete Kings* requires you to pound those buttons quickly to build up speed, or utilise lightning timing to execute a jump or some other such feat. You want



Don't you love the way computer games break down stereotypes?

complexity? Go look elsewhere. Based around Olympic sports, you can run, jump and... ooh, do loads of things. You also get to batter your favourite joypad.

Some people find this type of game immensely satisfying, and there's no doubt they have a very special kind of appeal when played with two. As good as it looks, *Athlete Kings* in no way innovates — it's just an old-fashioned arcade game. But then, maybe you like that sort of thing... ■



# Baku Baku



Orville-a-like and aggravating puzzles — a killer combination.

**T**he guy who created *Tetris* was a Russian, apparently. The Cold War over, history books will record that the USSR never did get round to nuking the West... but then, maybe they did. Or rather, the aforementioned maker of the phenomenal success that is *Tetris* did. Since his brainstorm back in the Eighties, computers and consoles have been

snowed under by a deluge of derivatives; variations on that original theme that — when good — hold true to the original and simplistic ideal. These could be described as 'fall-out'. One such cloud of radioactive dust (continuing the metaphor, despite it being crap) is Sega's own *Baku Baku*. It's a



development of the Columns design, an off-shoot of *Tetris* and one of the rather more popular advancements of the concept. It has animals in it. It's cute. It's colourful. It's compulsive. A discussion on it being worth thirty quid is an argument for another time, because we're running out of space... but if you want a good Saturn puzzle game, check this out after trying *Bust A Move 2*.

**TOTAL SATURN**

## Score Sheet

Select	
Start	
1P mode	
Settings	
Publisher:	Sega
Players:	One or two
Price:	£29.99
S/M availability:	Circa £20
Game type:	Puzzle
<b>GRAPHICS</b>	<b>80</b>
<b>SOUND</b>	<b>62</b>
<b>GAMEPLAY</b>	<b>85</b>
<b>OVERALL</b>	<b>83</b>

**TOTAL SATURN**

## Score Sheet

Select	
Start	
1P mode	
Settings	
Publisher:	Virgin
Players:	One
Price:	£39.99
S/M availability:	Circa £25
Game type:	Shoot-'em-up
<b>GRAPHICS</b>	<b>78</b>
<b>SOUND</b>	<b>76</b>
<b>GAMEPLAY</b>	<b>65</b>
<b>OVERALL</b>	<b>67</b>

# Black Fire

**W**ell, well, well. Releases from Virgin are at worst, average... and it's at this undesirable end of the spectrum that *Black Fire* resides. A helicopter shoot-'em-up



with er... average graphics, average sound and very average gameplay,

it is... well, average. As a crack chopper pilot, you have to fight against the army of a renegade army boss. Having found a way to use technology from crashed UFOs in order to create incredible military hardware, he's out to take over the world and all that. Obviously, it's your duty to stop him — but isn't it always?

Problem is, can you really be bothered? Those who have a



All flight sim things look the same and that's the truth.

hankering for a helicopter should wait instead for *Black Dawn*, Virgin's next forthcoming chopper-'em-up. However, if you're 'into' aliens, why

not buy a subscription to *SIGHTINGS*? It's got UFOs and everything in it. Published by the same company that bring *TOTAL SATURN* to a shop near you each month, it's a title you should 'X-File' next to a 'Must Buy' category.

But we digress. *Black Fire* is average. *Black Fire* ain't really worth a £39.99 purchase... but maybe, just maybe, it's worth a glance at second-hand prices.



# Blam! Machinehead



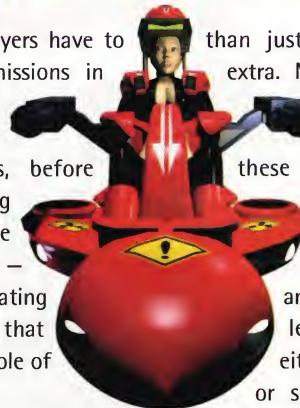
**B**lam! Machinehead owes a great deal to the *Doom* theme, but it's not a mere tunnel based blaster. You control Kimberley Stride, a scientist piloting an attack craft with a nuclear bomb under



A woman in skimpy togs, strapped to a missile — that's unreality!

the driver's seat. Players have to complete various missions in order to bring to an end the Machinehead infestation. This is, before anyone starts getting confused, a huge sludge of nanobots — teeny-tiny self-replicating electronic organisms that have covered the whole of the Earth's surface.

With the D-pad controlling your view, there are accelerate and reverse buttons to facilitate movement. *Alien Trilogy* fans, for example, will find this initially confusing — we at TOTAL SATURN certainly did. However, after a little practice, it becomes apparent that the freedom offered by this control method gives *Blam! Machinehead* a far more 'worldly' feel. As the levels progress, the ability to look everywhere soon becomes more



than just a simple aesthetic extra. Most sections require the finding of some special keys. Once these have been located, they can be taken to a 'reality' or 'unreality' terminal and used. This alters the level's landscape in either some significant or subtle way, invariably

allowing access to the next key. Obviously, there's more to *Blam!* than merely finding objects. You get to shoot stuff, too. From weird mechanical spiders to irritating flying creatures, there's plenty to destroy in Core's adventure.

Eclipsed somewhat by the release of *Tomb Raider* (see page 60), *Blam! Machinehead* is an excellent title that deserves more credit than to be referred to as '...that other Core game.'

**TOTAL SATURN**

## Score Sheet



Publisher	Core/Eldos
Players	One
Price	£44.99
S/H availability	circa £30
Game type	Arcade Adventure

**GRAPHICS** **90**

**SOUND** **87**

**GAMEPLAY** **89**

**OVERALL** **89**

## Score Sheet

**TOTAL SATURN**

## Score Sheet



Publisher	Activision
Players	One to Four
Price	£44.99
S/H availability	circa £30
Game type	Future Sport

**GRAPHICS** **84**

**SOUND** **80**

**GAMEPLAY** **88**

**OVERALL** **88**

## Score Sheet

# Blast Chamber

**A**ctivision's first Saturn release is most undoubtedly a very unusual concept. Designed as a multi-player game, it can be enjoyed by up to four

simultaneous human players. In the absence of these, the Saturn can gladly take their place, offering three intelligent opponents for you to foil.

Based in one of twenty square arenas — the chambers that its title refers to — *Blast* can be played in so many ways it would be totally impossible to even begin describing them in the space available. In essence, the objective is to place a ball in your own 'zone' to prolong the ticking clock that is your life span. However, placing the said ball in an opponent's special target area deprives him of valuable seconds. Each player has their 'target' on one of the chamber's four surfaces. To revolve the arena to reach one, players have to kick walls.



Four men, four bombs. Don't you play footy in the future then?

Are you confused?

There's a lot more to *Blast Chamber* than there seems at first. Best played with a group, it's a bold attempt to bring a little innovation to the multi-player genre. It's not as good as *Bomberman* but, as an alternative, it has a lot going for it.

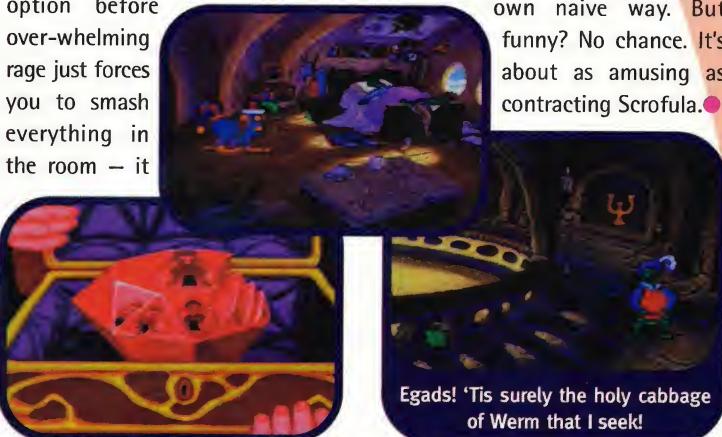


# Blazing Dragons

**B**lazing Dragons is a graphic adventure. Apparently designed by Terry Jones, that ex-Python best remembered for scenes in which he dressed as a woman, it's remarkable in that it's almost totally unfunny. With a story that grabs various elements of the King Arthur legend and ties them in with a story about fire breathing knights, *Blazing Dragons* is well presented, pretty to look at and even fairly enjoyable to play. Regardless, it certainly won't make you laugh.

In true graphic adventure tradition, it offers players a plot, puzzles and plenty of dialogue. Because the Saturn is a fancy new

32-bit CD-based system, you can even hear the various lines spoken by voice actors. But not for long. If, like us a TOTAL SATURN, you're a fairly well-balanced individual, you'll be scrabbling for the 'speech off' option before over-whelming rage just forces you to smash everything in the room – it



really is that irritating. The text subtitles tell you everything you need to know and, what's more, can be skipped though with a minimum of fuss.

Actually, *Blazing Dragons* isn't particularly bad... indeed, it's enjoyable and compulsive in its own naive way. But funny? No chance. It's about as amusing as contracting Scrofula. ■

Egads! 'Tis surely the holy cabbage of Werm that I seek!

**TOTAL SATURN**

**Score Sheet**



Publisher: BMG  
Players: One  
Price: £44.99  
S/H availability: circa £20  
Game type: Adventure

**GRAPHICS** **79**

**SOUND** **60**

**GAMEPLAY** **73**

**OVERALL** **72** %

**Score Sheet**

# Break Point

**T**ennis games aren't readily available for the Saturn. In the absence of much in the way of competition, Ocean's *Break Point* takes the title as 'best of the genre' but, unfortunately, it's a fairly hollow victory of sorts. *Break Point* is flawed to the nines.

Tennis games should allow all kinds of play. Even those unfamiliar with the sport should surely be aware that there's always talk of

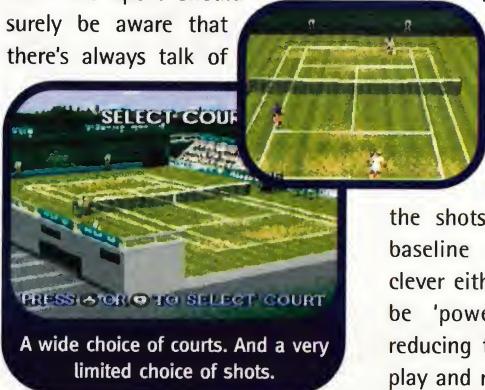
two kinds of players during Wimbledon – 'baseline' and 'net' players. *Break Point* is a baseline player. From the back of the court it's possible to have a fine old time, knocking balls over to your opponent with power. Get any funny ideas about moving up to the net to play off

some of your subtle shots and you're in for a nasty shock – it just isn't possible.

At this point you'll notice that the shots played from the baseline aren't particularly clever either, as they have to be 'powered up' – thus reducing the option of quick play and making *Break Point*

a methodical affair.

Before you go and make the assumption that it's crap, *Break Point* isn't without charm. It looks great, offers all manner of tournaments and even secret players – an extra previously unavailable in tennis games and a thoughtful touch. Its real saving grace though, is its two-player mode in which all the previous criticisms apply but... well, it's a bit of a laugh. Cue 'try before you buy' text ending... ■



A wide choice of courts. And a very limited choice of shots.

**TOTAL SATURN**

**Score Sheet**



Publisher: Ocean  
Players: One or Two  
Price: £44.99  
S/H availability: circa £30  
Game type: Tennis

**GRAPHICS** **89**

**SOUND** **70**

**GAMEPLAY** **76**

**OVERALL** **75** %

**Score Sheet**

**TOTAL SATURN****Score Sheet**

Publisher	Acclaim
Players	One or Two
Price	£29.99
S/H availability	circa £25
Game type	Platform

**GRAPHICS** **32****SOUND** **61****GAMEPLAY** **90****OVERALL** **89****Score Sheet**

**T**o refer to it by its full name, *Bubble Bobble Featuring Rainbow Islands* is a retro game. Near arcade-perfect conversions of both *Rainbow Islands* and *Bubble Bobble* are what you get for your cash, with the added bonus of an updated *Rainbow Islands* option. Many would wonder what the point of such a release is. After all, both games were classics in their day, but haven't times moved on? To this we can but retort that true quality knows no bounds; the mere passing of time can't defuse the charm of these two evergreen titles. Sure, you can look at the screenshots and mutter how bad



If you haven't spent at least 20p on this game, you have no soul!

# Bubble Bobble

they look, but they're supposed to be like that — they just wouldn't be the games they are without the awful graphics.

Both are platform games, both could be mastered by all but the most inept gamesplayer and *Bubble Bobble* in particular is a particularly accomplished two player game. It's a far more appealing package than, say, *Tempest 2000*, but that's because both *Rainbow Islands* and *Bubble Bobble* are better games than *Tempest* ever was.

Until the unlikely day that someone gets round to releasing *Head Over Heels* for the Saturn,



this is the best 'old game for new cash' release on offer. You should try it before you buy it, but arcade veterans should part with the cash now... unless, of course, they have an old Spectrum in the cupboard with both titles in a nearby box. Buying *Bubble Bobble* in that instance would be almost as silly as the game itself... ●

# Bug!

**W**hen the 32-bit consoles were first released, the cries of anguish from computer journalists echoed across land, space and time. 'Not more platform games to review,' they lamented. They looked from Mega Drive to Super Nintendo, the horrors visited upon them by the

availability of banal character-led sprite negotiation titles and blanched. Surely, they pleaded almost to themselves, the advent of consoles with more bits in would lead to a better class of software? Then, of course, came *Bug!* on the Saturn and *Jumping Flash* on the PlayStation. *Jumping Flash* was more of a 'true' 3D game, with 360 degree rotation and freedom of movement. *Bug!* was 3D in that you could move into and out of the screen, as well as left or right. *Jumping Flash* was a robot rabbit, or a 'rabbit' [sic] and as such was crap. *Bug!* was, as his name suggests, a cute little critter. While he was hardly signature character material, he



Life with the gardeners' bane — don't mention 'squash' or 'spray'.

wasn't without his own inimitable insect charm.

Lo, the games journalists did observe the two games, and the found both to be Good. *Bug!* wasn't exceptional, but as platform games went, the journos believed it to be a Nice One. Of course, everyone knew that if, say, a company called Nintendo were to create a game called *Mario 64* and Core a game called *Tomb Raider* the goalposts would be shifted somewhat... but they knew in their hearts of hearts that Sega would retort with something special. We're still waiting... but while we do so, *Bug!*'s a mildly diverting little platformer. ●

**TOTAL SATURN****Score Sheet**

Publisher	Sega
Players	One
Price	£39.99
S/H availability	circa £20
Game type	Platformer

**GRAPHICS** **82****SOUND** **79****GAMEPLAY** **75****OVERALL** **78****Score Sheet**



# Bust A Move 2

**A**long with Sega's excellent title *Baku Baku*, *Bust A Move 2* is a must-buy puzzle game. Its simplicity is perhaps its



greatest asset. With a ceiling full of coloured bubbles above them, players must fire a random selection of bubbles upward to dislodge them. Attach three or more of a colour together and down they fall, along with any others connected to them alone. This adds more bubbles to the other side of the split-screen display, where your opponent (who can be either console or human controlled) is doing much the same as you are.

There are a number



Remember birthday parties before you discovered beer?

of different ways it can be played, but this is *Bust A Move 2* in a nutshell. Best played against a friend, it's an excellent conversion of a surprisingly common arcade machine. If you're old enough, you've probably seen it in pubs and clubs everywhere, invariably with a few people playing it. As a game for home use it's just as compulsive and it's at least a tenner cheaper than most other Saturn games. An essential puzzle purchase.

**TOTAL SATURN**

**Score Sheet**



Publisher: Acclaim  
Players: One or Two  
Price: £29.99  
S/H availability: circa £20  
Game type: Puzzle

**GRAPHICS** **78**

**SOUND** **65**

**GAMEPLAY** **93**

**OVERALL** **90** %

**Score Sheet**

# Battle Warriors

**B**attle Warriors is a strange but yet still attractive kind of beat-'em-up, in which a number of monsters fight one-on-one battles with rivals. It offers all the usual fighting game extras, such as a two player mode and all that, while its innovation comes in the form of being able to stand on and destroy various pieces of scenery. There are also a number of platforms on its various scrolling



battlegrounds. You can jump up onto them and fight, while being punched off one does little for your energy levels or, for that matter, self esteem.

There are a number of characters to choose in *Battle Warriors*, each with their own array of special moves, but it's a title that can't cover what it lacks with its unusual approach. It doesn't have either the depth of *Street Fighter Alpha 2*, nor the suave sophistication of the *Virtua Fighter* titles. It's more of a



Ever watched Kung-Fu? Cop an eyeful of this Grasshopper trick then...

game for those who really enjoy something a bit different but none too taxing. It's also a game that will no-doubt disappear without trace within the next few months. If you really must buy it, look out for a second hand copy.



**TOTAL SATURN**

**Score Sheet**



Publisher: Acclaim  
Players: One or Two  
Price: £39.99  
S/H availability: circa £25  
Game type: Beat-'em-up

**GRAPHICS** **78**

**SOUND** **65**

**GAMEPLAY** **93**

**OVERALL** **90** %

**Score Sheet**

**H**aving missed the launch of the movie by at least a year, Interplay's *Casper* is perhaps not destined to be a top seller. While its programmers undoubtedly never intended it to be an example of retro gaming, it's perhaps one of the biggest Eighties throwbacks available for the Saturn. Why is quite simple. It's an arcade adventure of the old school, a 2D scrolling collect-and-use-'em-up. You can find objects,



How's a growing wee ghostie going to thrive on two bits of spooky broccoli?

# Casper

utilise them in a specific position and invariably gain access to a new area. The sequence then repeats itself. A lot.

*Casper* isn't awful, though; merely basic. As a gift for a youngster fond of the film and cartoons, it's a worthy purchase. The puzzles are fairly simple, the plot twee and appealing. It's a very gentle game, with little in the way of action. Many people will find it intensely boring but then, perhaps the game isn't targeted at them. It's the sort of game you could buy for a younger

brother or sister and maybe play after they've gone to bed. But, just to reiterate the point, that's a very big 'maybe'...



**TOTAL SATURN**

## Score Sheet

<b>Publisher:</b>	Interplay
<b>Players:</b>	One
<b>Price:</b>	£44.99
<b>S/H availability:</b>	circa £25
<b>Game type:</b>	Adventure
<b>GRAPHICS</b>	<b>70</b>
<b>SOUND</b>	<b>64</b>
<b>GAMEPLAY</b>	<b>75</b>
<b>OVERALL</b>	<b>73</b>

**Score Sheet**

**TOTAL SATURN**

## Score Sheet



<b>Publisher:</b>	Infogrammes
<b>Players:</b>	One or two
<b>Price:</b>	£39.99
<b>S/H availability:</b>	Circa £20
<b>Game type:</b>	Shoot-'em-up

<b>GRAPHICS</b>	<b>75</b>
<b>SOUND</b>	<b>56</b>
<b>GAMEPLAY</b>	<b>27</b>

<b>OVERALL</b>	<b>28</b>
<b>Score Sheet</b>	

# Chaos Control

**A**pparently this light gun game first saw light of day (or should that be gun?) on the unfortunate failure that was Trip Hawkins' pipedream 3DO. It wasn't much, even on that

software and user starved machine. Its plot seems to involve preventing an alien invasion of Earth by surprise, surprise, killing lots of extra-terrestrials. This is achieved by doing brisk business with a light gun trigger or a joypad button while a collection of sprites move over a pre-rendered pretty background.

Obviously, it's not all that complicated... but then, neither is *Virtua Cop* when you get down to brass tacks. The difference between the two is quite simple. *Virtua Cop* may pit you against set targets, but its goals are achievable ultimately though, skill



So I'm being attacked by a four legged bee with no wings and some old gum. Hmm.

as opposed to blind luck. *Chaos Control* merely runs attack sequences over the screen, the majority of which you don't have the time to clear. This leads us to muse what the point of *Chaos Control* is. To complete it? That's not tricky. To get a high score? How very boring.

File way below *Mighty Hits* in a folder marked 'yuck'.



**TOTAL SATURN****Score Sheet**

Publisher:	Sega
Players:	One
Price:	£39.99
S/H availability:	Circa £25
Game type:	Platform
<b>GRAPHICS</b>	<b>89</b>
<b>SOUND</b>	<b>57</b>
<b>GAMEPLAY</b>	<b>57</b>
<b>OVERALL</b>	<b>58</b>
<b>Score Sheet</b>	

# Clockwork Knight 2

We couldn't be bothered to include the original game *Clockwork Knight* in this A-Z simply because we were including its sequel and,



quite frankly, it's not worth reading about. Much the same could be said of this, its successor. *Clockwork Knight 2* is evidence indeed that pretty visuals do not a good game make. Would dear *Tomb Raider* still be quite as cool without those astounding visuals? Probably not. Would people play *Sega Rally* if it had nasty wire-frame graphics? Hmm... possibly. However, *Clockwork Knight 2* has very little, if any, depth beneath its lavish exterior. Perhaps *Knight 2* is



aimed at youngsters with lower expectations — and before you moan, forgive us for being patronising — but we can't see how it could appeal even to them for any significant amount of time. It's just a basic platform game, very two-dimensional and dull. Quite how a company that could produce the excellent *Sonic* games on a 16 bit console could churn out rubbish like this on a 32-bit is beyond us. Perhaps Sega have artificially lowered standards with this banal release, as part of the preparation for *Sonic's* Saturn debut? After all, almost any of his antics would be a blessed relief for those having played *Clockwork Knight 2*. On second thoughts, maybe not... ●

# Cyberia

**A**t the time of writing, the vast majority of the text for this A to Z is completed. We're beginning to notice a pattern, though — adventures and shoot-'em-ups

with pre-rendered graphics are getting torn to pieces every time they rear their ugly heads. Would you believe that *Cyberia* is one such game?

Hah hah haaa!

Most of its 'action' — such as it is — revolves around you moving through some predefined sequences. Yes, you can rotate your character in a number of directions limited by the rendered routes that're available. Pressing forward sets him off at a trot. However, there are times when you need to utilise a few joypad



skills. It may be that you have to move, or press fire in order to dispatch a guard or one of *Cyberia's* 'great' separate arcade sequences... but really, there's nothing it offers that hasn't either been done before or isn't simply dire. Who needs this kind of rubbish? What would possess a software house to release it? Don't buy it. Just don't. ●



Here in real Siberia, lives a man who's never played computers. He hates *Cyberia* too.

**TOTAL SATURN****Score Sheet**

Publisher:	Interplay
Players:	One
Price:	£39.99
S/H availability:	Circa £45
Game type:	Adventure
<b>GRAPHICS</b>	<b>79</b>
<b>SOUND</b>	<b>64</b>
<b>GAMEPLAY</b>	<b>47</b>
<b>OVERALL</b>	<b>49</b>
<b>Score Sheet</b>	

# Crimewave

**C**rimewave is a very strange and odd game. Simplistic, compulsive and supporting two player play, it's a game that deserves cult status because, sadly, it's not the sort of game that will top the Saturn sales charts. That's not to say it's bad – far from it – but *Crimewave* is an example of how retro-gaming has a place in

the console world.

Based in the fictional future city of Mekeo, a corrupt mayor has privatised the metropolis' police force, encouraging citizens to arm their vehicles and enforce laws themselves. In the rapidly resulting mayhem, players take the part of one such bounty hunter through Mekeo's various zones. Beginning with a machine gun, players can expand their armoury to incredible standards, increasing their car's performance as they progress. Gaining such weapons is a not so simple matter for you – you must find the special hidden caches, or even destroy targets, such as criminals and rival bounty hunters.

*Crimewave* does look nice enough, but it's



not the sort of game that relies on visuals to give it credibility. 'Moreish' in a way that simplistic yet well thought out games can be, it's a superb two player game that's almost as enjoyable with one. It could perhaps do with a few more levels to play through, but that's a fairly minor grumble.

If you're looking for a good two-player shoot-'em-up with a twist, look no further.



In the time of bounty hunters, it's best not to let that road rage show or you might end up...

## TOTAL SATURN

### Score Sheet



Publisher:	Eidos
Players:	One or Two
Price:	£44.95
S/H availability:	circa £25
Game type:	Racing/Shoot-'em-up

**GRAPHICS** 84

**SOUND** 74

**GAMEPLAY** 94

**OVERALL** 94



### Score Sheet

## TOTAL SATURN

### Score Sheet



Publisher:	Sega
Players:	One
Price:	£39.99
S/H availability:	circa £20
Game type:	Racing/Shoot-'em-up

**GRAPHICS** 74

**SOUND** 68

**GAMEPLAY** 56

**OVERALL** 57



### Score Sheet

**C**yber Speedway is a futuristic racing game... but, before anyone gets any kind of strange ideas, it's no *Wipeout*. You can play it as a straight racing game or, if you're that way inclined, in a 'story' mode. This provides a plot of sorts – like *Wing Commander 3*, for example – while the actual race action remains pretty much the same. Obviously, it goes without saying that the various links and intros this option offers are twee to the point of being utterly cringeworthy, but surely someone enjoys this sort of thing? Then again...



*Cyber Speedway* could best be described as uninspiring. There are pick-ups on the track that furnish players with extras such as rockets, its programmers have tried to fit in a number of pretty graphical effects... but it's pretty banal stuff. Even the 'story' mode ceases to provoke even any kind of

negative response after a while but, as it's odds-on your brain will rapidly be approaching atrophy after a few hours' worth of play, this is understandable. If you want to race in style, buy *Sega Rally*. If you want a bit of futuristic spice, give *Wipeout* a try. If you want to bore yourself, however... need we say any more?



You thought blue was soothing? You ain't played this cack then, mate.

# Cyber Speedway

# Command & Conquer

Attention all you armchair generals! C&C in the Sega area — prepare to mobilise forces...

**C**ommand & Conquer certainly kicks off smartly enough, what with a delicious FMV intro that not only explains the plot, but really adds to its atmosphere and quality, thanks largely to a decent script. This intro and plot is then expanded upon throughout the game through more FMV cut-scenes that take the form of TV interviews, news broadcasts and mission briefings. It all starts off when a meteorite crashes in to Earth. From it grows an alien plant life, that spreads and grows so quickly that it soon covers large areas of the planet. Scientists researching this new plant life label it Tiberium and soon discover that it's extremely rich in energy and, not surprisingly, everyone suddenly wants to get their hands on it. Global conflict ensues as two rival factions, GDI and NOD battle for control of the Tiberium deposits. GDI, the Global Defence Initiative wants the Tiberium to be shared out equally amongst the world's nations, NOD wants it so it can rule the world. This is where players step in — choosing to fight for either



NOD (baddies) or GDI (goodies).

Once a player has chosen which side he wants to fight for, it's off to win the war. This basically entails completing a number of real-time battles, or missions. At the start of each one of these, players have consummate control over a predefined budget and any number of individual combat units and military installations. Players must learn to use these tactically towards the accomplishment of each mission. If that makes absolutely no sense to you, then just imagine the action of *Cannon Fodder* (an old PC strategy game — Ed), but with loads of additional units and then add some resource management — something along a similar line to that of *Sim City* will do — and, hey presto, you have the idea: *Command and Conquer*.

Most missions generally involve three main tasks — exploring, building and destroying. All the battles are set about huge landscapes which, at the start, are a completely black void. Only once a player has explored an area with one of his troops, will he be able to see what lies there. To start with



You certainly won't 'NOD' off playing C&C! Chortle, chortle! Get it — NOD, nod? Now what does GDI sound like...?



**TOTAL SATURN**

**Score Sheet**



Publisher:	Virgin
Players:	One
Price:	£44.99
SRP availability:	circa £35
Game type:	Strategy

**GRAPHICS** **84**

**SOUND** **89**

**GAMEPLAY** **95**

**OVERALL** **94**

**Score Sheet**

*Command & Conquer* is undoubtedly the best strategy game on the Saturn. A huge hit on the PC, its console release has been long-awaited and, dare we say, completely justified. With its two CDs packed full of missions and excellent FMV links — they really are that good — it's an essential buy for the more discerning and patient Saturn owner.



# D



It's even too grey and gritty for a Channel Four documentary special.

**D** is a pre-rendered adventure. It is slow, it comes on two discs and the character you control is a girl. Adventures with rendered graphics are invariably deeply dull... and,

whadayaknow, so is *D*. This is largely due to its utter lack of speed. Use of the D-pad moves you to pre-set positions. However, reaching these takes time as the lady's steady gait is executed. This is, as you can well imagine, somewhat hugely irritating.

This becomes more of a problem when you're tracking back and forth while attempting to solve a puzzle. The mere task of moving from one side of a room to another can become a huge chore and, as we all know, games are supposed to be fun. They are, after all, for recreational purposes. Games like *D* are too much hard work for their own good. They require patience, something we at TOTAL SATURN don't have.

As far as we can see, *D*'s



plot isn't anything overly special, either. Still, if you're gagging for an adventure, you could buy *Tomb Raider*. That way you get the added bonus of being able to laugh at those who have a copy of *D* languishing in a cupboard... ●

**TOTAL SATURN**

**Score Sheet**



Publisher	Acclaim
Players	One
Price	£39.99
SAT availability	Circa £25
Game type	Adventure

**GRAPHICS** **80**

**SOUND** **68**

**GAMEPLAY** **52**

**OVERALL** **54**



**Score Sheet**

**TOTAL SATURN**

**Score Sheet**



Publisher	Sega
Players	One
Price	£29.99
SAT availability	Circa £20
Game type	Shoot-'em-up

**GRAPHICS** **42**

**SOUND** **53**

**GAMEPLAY** **46**

**OVERALL** **47**



**Score Sheet**



Read that text — it's the most exciting thing you're gonna see in *Darius*.

It would appear that old arcade games never die — they merely hibernate until some software house keen for a quick buck shouts for the maid to nip outside and milk the cash cow. Or something.

*Darius* is a pretty banal offering from Sega, an arcade game that was little but average when first released. However, it's not your

average run-of-the-mill dodgy old blaster. No, *Darius* has two feathers in its metaphorical cap. For a start it has a relatively attractive £29.99 price point. You can also zoom the horizontal view in and out using the top left and right pad buttons. Lamentably, these two bonuses aren't enough to raise *Darius* from the mire it resides



but, hey, someone must buy this sort of thing.

We could understand an update of something like *Nemesis* — a game that *Darius* is an inferior copy of — being released, but this seems a curious choice of conversion by the usually astute Sega. Quite how a rating system could accurately relate just how far this kind of release is behind *Tomb Raider* and *Sega Rally* is beyond us, so we'll just have to award it a very appalling mark. Retro enthusiasts will always insist that true gameplay just never ages... but to release this awful age-old shoot-'em-up took Sega. Boom! Boom! ●



# Dariua

GENTLEMEN  
START  
YOUR ENGINES

# Daytona USA

**R**eleased as one of the first big Saturn games, *Daytona USA* is really quite awful. Probably the worst aspect of its release, is that it was programmed by Sega's elite coding division, AM2. It's also curious to note that Sony's equivalent offering, *Ridge Racer* – also released with their machine as a standard bearer, if you like – was



The trouble with screen shots is, they never capture the completely terrible side of a game.

equally poor. There are a number of reasons you could give for this. Could it be that the two rival companies have sacrificed quality in order to get their arcade driving conversion out first? Or maybe both developers weren't quite prepared for developing top-notch games on the new consoles. Who knows? The bottom line is that *Daytona USA* isn't very good at all. It's not smooth, its graphics aren't overly attractive and the various cars steer like cows who've had twelve bottles of brandy.

It's interesting that both Sega and Sony have released updates of the aforementioned rivals. *Ridge Racer Revolution* is a



huge improvement over its predecessor, while the same applies for *Daytona USA CCE* (reviewed on page 22). Could these be the games the respective publishers initially intended? Think about it... and, while doing so, clear all thoughts involving buying this awful driving game from your mind...

TOTAL SATURN

Score Sheet



Publisher: Sega  
Players: One or two  
Price: £39.99  
S/H availability: Circa £25  
Game type: Driving

GRAPHICS 69

SOUND 79

GAMEPLAY 62

OVERALL %  
**63**

Score Sheet

# TOTAL SATURN

Score Sheet



Publisher: BMG  
Players: One  
Price: £39.99  
S/H availability: Circa £20  
Game type: Strategy

GRAPHICS 82

SOUND 83

GAMEPLAY 69

OVERALL %  
**68**

Score Sheet

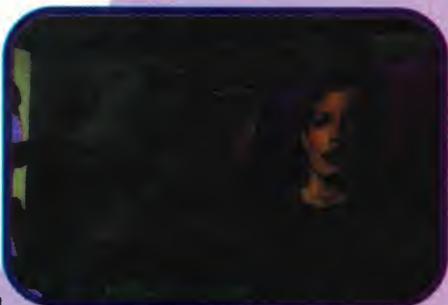
# Defcon 5

**R**ight let us get this out the way first. Out of all the games that live on First Person Perspective Avenue, the sexiest and hardest is *Doom*.

As the Saturn doesn't have *Doom* yet, we guess we're stuck with this.

The game looks very nice and has some rather good FMV (and a lady in it has a very sexy voice

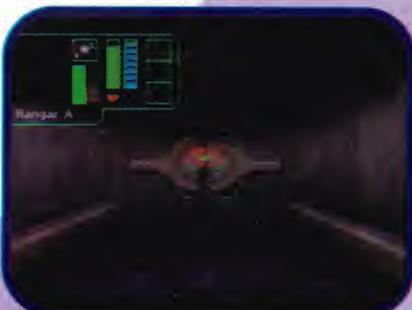
indeed), but the main problem is, that you play a fella running around a deserted space station priming bombs. Stop us here if you like, but that sounds incredibly dull doesn't it? Apart from shooting a few droids, that's it. The game in all honesty doesn't actually get to be that boring at all. This is because it



can be finished in under 30 minutes. Not the best value for

money; it would be better to change your £40 into pound coins and glue them to the pavement and laugh at people trying to pick them up. Dull, shallow and not even much fun to boot.

What a waste – *Defcon 5* could have been something rather special...





# Daytona USA CCE



Just a wee dent in the bonnet you've got there, sir... It'll take more than a tyre change to sort out that damage!

## TOTAL SATURN

### Score Sheet

#### GENTLEMEN START YOUR ENGINES

Publisher:	Sega
Players:	One or Two
Price:	£44.99
S/H availability:	circa £35
Game type:	Racing sim

**GRAPHICS** 92

**SOUND** 89

**GAMEPLAY** 93

**OVERALL** 92

**92**

### Score Sheet

The original *Daytona* – see previous page – is awful on Sega's home machine; there's no doubt about that. This new update features better graphics, more cars and extra tracks. Like many other current driving games, CCE can be played either in Arcade, Time Attack or Head to Head mode. The Arcade option is available in three flavours – Normal, Grand Prix and Endurance. Normal is the basic

arcade-machine style package, with a time limit and a host of other cars to get in the way. Grand Prix is, as the name suggests, more of a race against other console-controlled competitors (although a timer still figures highly), while Endurance is an extra-long race sure to test the mettle of even the most accomplished driver. Those familiar with *Sega Rally* will immediately feel at home with CCE's Time Attack mode. You can race against a 'ghost car' recording of one of your own performances, breaking one of a number of records in the process, if you're skillful. Finally, the two-player Battle mode allows, not surprisingly, two people to race against each other on a track of their particular choosing. Using a horizontally-split screen in this

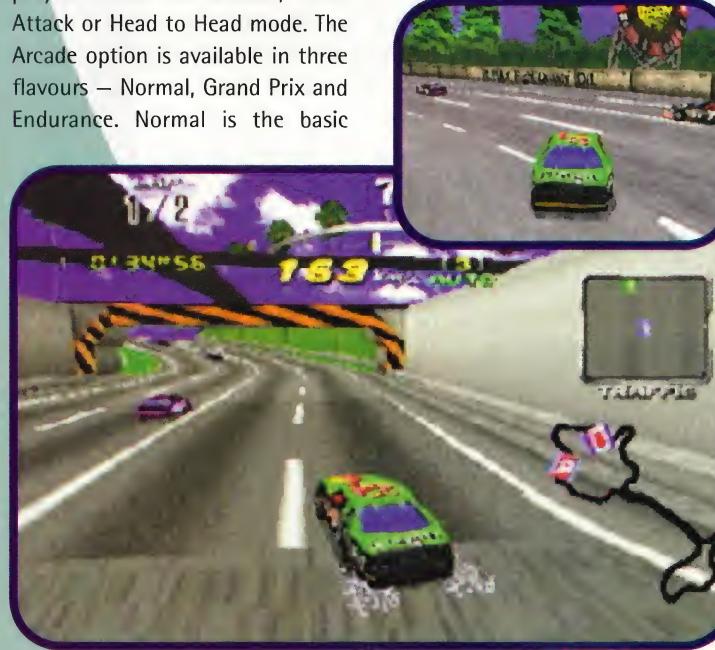
It's polished and professional but can *Daytona CCE* give *Sega Rally* a run for its money?



mode, it's worthy of note that *Daytona USA CCE* appears faster with two than it does with one. Why is beyond us, but CCE's two player mode is its one aspect that does appear better than the equivalent *Sega Rally* offering.

CCE's eight cars are surprisingly different in the way they react to your instructions. Given a star rating out of five for each of three characteristics – grip, acceleration and maximum speed – each one tends to be tailored to certain courses. Do you choose the Phoenix with its high top speed and acceleration but little grip or the Magic with its average ability in each area? The decision is usually made with the choice of track. The Three Seven Speedway is a bowl circuit suited to fast vehicles while the Sea Side Street Galaxy is a long, twisting track best negotiated with a car with a little more grip.

*Daytona USA CCE* is one of the most polished games currently available for the Saturn. Its presentation is of the highest order, its music and sound equally admirable. It's great as a two player game, while its sheer number of options, views and cars to choose from should keep driving fans happy for months.





# Discworld

**D**iscworld is the point-'n'-click adventure that BMG's title *Blazing Dragons* would like to be but isn't. However, this Pratchett tie-in is a particularly flawed example of the genre — living proof that there's more to a game of this ilk than pretty visuals and a tight plot.

*Discworld* could be brilliant. With Terry Pratchett's virtual library of humourous fantasy books



Don't be fooled by that label — it's the only help you're gonna get



to work with, you'd have thought it'd be a sure-fire winner. Plenty of guffaws, amusing puzzles... but, alas, this is not the case. It's not without its good points, but *Discworld* is almost crippled by its terrible puzzles. You couldn't categorise them as either hard or easy, because that would be missing the point. The watch-word here is 'obscure'. Never before has an adventure game expected players to solve such a ludicrous collection of conundrums, with so little in the way of hints. There's a

writer here at Rapide that had to do a solution for it for a PlayStation magazine around a year ago. Even with the full walk-through provided for him by Psygnosis, it took him two or three days. He reckons that if ever confronted by *Discworld* again, the name for the action he would perform on it has yet to be invented. He has a point, too. Any die-hard fans of the books may find a lot of good in this title, but others would be advised to think carefully before buying it.

**TOTAL SATURN**

## Score Sheet



Publisher: Sega/Psygnosis  
Players: One  
Price: £44.99  
S/H availability: £30  
Game type: Adventure

**GRAPHICS** 84

**SOUND** 87

**GAMEPLAY** 82

**OVERALL %**  
**81**

## Score Sheet

**TOTAL SATURN**

## Score Sheet



Publisher: Sega/Psygnosis  
Players: One  
Price: £44.99  
S/H availability: £30  
Game type: Racing sim

**GRAPHICS** 83

**SOUND** 79

**GAMEPLAY** 85

**OVERALL %**  
**84**

## Score Sheet

# Destruction Derby



**D**estruction Derby was one of the first games to be released for the PlayStation. Psygnosis have a very special relationship with PlayStation's makers, Sony — well, they're owned by them, so it's hardly surprising — and, with *Destruction Derby*, it showed. Graphically impressive beyond the performances of others at the time, it made other PSX

racing games look utterly dull and drab.

As a Saturn game, considering that Sega's machine currently has the edge (and *Sega Rally*) on racing titles, it's not an astounding game — or, indeed, conversion. It's a little slow, the graphics — while impressive enough — could do with being a little better... but that's not to say it's poor. It's just slow. Smashing into other cars is fun, with the provided 'destruction' bowls adding extra bumper breaking action. Doing this on the provided racing courses is also enjoyable, but it's an assured

method of losing a race.

It may not be the finest racing title invented for the Saturn, but *Destruction Derby* is certainly one of the more unusual. If you like the idea of crashing and being awarded for it, then this is the game for you.



The sound of grinding metal is one of DD's main appeals



TOTAL SATURN

## Score Sheet



Publisher:	Virgin
Players:	One
Meter:	£44.99
SWF availability:	circa £30
Game type:	Platform

GRAPHICS 71

SOUND 75

GAMEPLAY 74

OVERALL 73

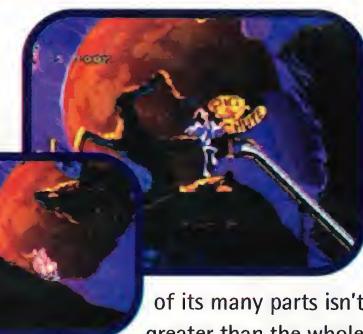
Score Sheet

# Earthworm Jim 2

**B**e he in a moderately amusing post-modern cartoon or a console game, *Earthworm Jim* is a strange hero and no mistake. Worms are pretty good at tunnelling, drowning in puddles and starring in drunken 'I bet you won't eat that' competitions, but their abilities when it comes to

saving the world are... well, limited. Enough of such rubbish. *Earthworm Jim 2* is, surprise surprise, the sequel to *Earthworm Jim* – a game that never made it to the Saturn. Comprising various game styles with the prevailing theme being decidedly platform based, it's a title that would deserve credit on, say, the Mega Drive, but looks a little limited on the Saturn.

Jim can run, jump, shoot guns, disguise himself as a tapeworm... oh, and he's a dab hand at spewing out some annoying pieces of dialogue while loosing energy. *Earthworm Jim 2* is a mixed bag of a game; from saving puppies to diagonal shoot-'em-ups, it's not just basic platform action. Trouble is, the sum



of its many parts isn't greater than the whole – they all lie together in a queasy alliance and one that's decidedly unfunny after a while. Take, for example, the puppy saving section. A bad guy hurls pink young dogs out of a window. Jim has to bounce them to safety using a cushion but, should he let three fall to their death, Pete the Dog (our designer assures us that's the right name) brutally savages him. This is funny at first... but after the umpteenth time you've tried it, the attraction starts to wear a bit thin.

*Earthworm Jim 2* isn't terrible – it's just decidedly 16-bit in design and its passwords are too few and far between. If that doesn't bother you, give it a try.



He wiggles, he burrows, he catches puppies, hell – he even does Elvis impersonations.

# Euro '96

**E**uro '96 is an update of *Actua Soccer* – which didn't actually appear on the Saturn – that ties in with the tournament of the same name. Like last summer's competition, it has its high and low points. Its graphics are like the incredible Paul Gascoigne goal against Scotland – cultured, innovative stuff. Its presentation reminds us of



England's third goal against Holland – slick and well considered. However, it plays like Stuart Pearce in that sad game against Switzerland; tearing up and down the touchline, it concedes a penalty near the end. Its crap keepers represent to us the Germany penalty shootout victory, its occasionally questionable reaction time is Darren Anderton's shot against the post in the same match. As a whole it's



more Umbro Cup than *Euro '96*. It goes without saying – we're all as sick as parrots over this ...



TOTAL SATURN

## Score Sheet



Publisher:	Gremlin
Players:	Two
Meter:	£39.99
SWF availability:	circa £25
Game type:	Football sim

GRAPHICS 89

SOUND 92

GAMEPLAY 75

OVERALL 76

Score Sheet



Football's for girls! Let's go country dancing instead... "Underneath the dusky bluebells..."

**TOTAL SATURN****Score Sheet**

Exhumed	
Publisher	Sega
Players	One
Price	£30.00
SIM availability	circa £30
Game type	
<b>GRAPHICS</b>	<b>89</b>
<b>SOUND</b>	<b>86</b>
<b>GAMEPLAY</b>	<b>87</b>
<b>OVERALL</b>	<b>87</b>
<b>Score Sheet</b>	

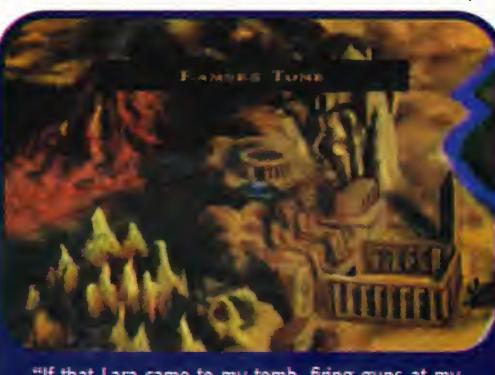
# Exhumed

**O**riginally a BMG title headed for general multi-format release, *Exhumed* was snapped up by Sega in the middle of '96. It's not hard to understand why. With their format lacking anything like *Doom* – and with *Alien Trilogy* the only other half-decent derivative

planned – Sega bought *Exhumed* and treated it to a big-push PR promotion drive. 'Isn't this great!' they told us. We at TOTAL SATURN reckoned it was good enough but... well, there was also this other adventure game that took our fancy. It too was based in various old temples and ruins, with puzzles

to solve and places to explore instead of mere dull, mindless action. Its name? *Tomb Raider*. Did we really have to tell you that? If it came down to a choice between the two, the winner could only be the title featuring luscious Lara Croft in it. It's all a big shame because,

Core's masterpiece aside, *Exhumed* isn't a bad little game. It's fast, good to look at and there's no denying it provides a challenge. Just be aware which game you need to buy first...



"If that Lara came to my tomb, firing guns at my wife, killing off my bats, I'd say, Oi, Lara – NO!"



# F1 Challenge

**F**1 Challenge is a licensed title – that is to say, Sega spent loads of money to use official Formula One characters such as Damon Hill and Michael Schumacher, teams like Benetton and Williams Renault and tracks like Hockenheim. FOCA – we assume that must be an acronym for the Formula One Constructors

Association – also sold rights to Psygnosis this year.

*F1 Challenge* was apparently rushed out for the Saturn before *Sega Rally*. Psygnosis' *Formula One* (currently PlayStation-only, but here's hoping...) was leisurely finished and polished. While Sega's racer only has three real life tracks and three fictional, Psygnosis' title has every track in the 1995 season.

It also has amazing detail with run-off areas, ships in the Monaco Harbour and realistic building graphics... basically, just about everything Sega's *F1 Challenge* hasn't got. Now we're hardly going to bang the PlayStation drum in a Saturn magazine, but it has to be said that Psygnosis

made great use of the licence while Sega... well, the less said the better. *F1 Challenge* is a bog-standard racer – in which, incidentally, it's virtually impossible to win a race without repeatedly crashing at high speed – that deserves no place in any Sega software collection. Dedicated *Formula One* fans should wait around for a year – there's a good chance that Psygnosis could eventually

get round to making us a conversion...



Oh, I think I'll have the one that's *really* impossible to steer, please.

**TOTAL SATURN****Score Sheet**

F1 Challenge	
Publisher	Sega
Players	One
Price	£30.00
SIM availability	circa £30
Game type	Racing Sim
<b>GRAPHICS</b>	<b>54</b>
<b>SOUND</b>	<b>45</b>
<b>GAMEPLAY</b>	<b>39</b>
<b>OVERALL</b>	<b>40</b>
<b>Score Sheet</b>	

# Fifa '96



**F**ifa '96 is part of the much-hyped (not to mention most highly successful) EA Sports series. From Mega Drive to 3DO, from Game Boy to Saturn, Fifa's arguably the biggest soccer 'game' ever. But the best? Sadly not. Fifa's programmers have a lot of good ideas. They understand the need for passing, trickery and incredible long-range shots. What they seem

to lack is understanding of any subtlety; players making runs from deep positions, goalkeepers punching the ball out during a goalmouth scramble... these are things that football-mad console owners hope for and more. Fifa's formations are rigid, with players

only moving into intelligent positions, should you move them there. Its passing system is usable but basic, its so 'clever looking' perspectives a pain in the backside... and, of course, its 'keepers are hardly top notch. It is, in brief, limited.



What astounding perspective! I swear that fellow looks like a road sign.

However, with it being available second hand for around twenty quid, it's worth a quick play if you're a big fan of football games. Worldwide Soccer '97 is the best of the Saturn's soccer bunch, but even that's not without its fair share of faults...



**SATURN**

## Score Sheet



Publisher:	Electronic Arts
Players:	One or Two
Price:	£39.99
SH availability:	circa £25
Game type:	Football Sim

**GRAPHICS** **80**

**SOUND** **79**

**GAMEPLAY** **78**

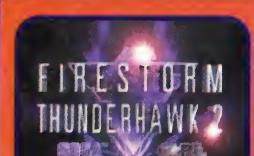
**OVERALL** **78**

**78**

**Score Sheet**

**SATURN**

## Score Sheet



Publisher:	Core
Players:	One
Price:	£39.99
SH availability:	circa £25
Game type:	Flight/shoot-'em-up

**GRAPHICS** **90**

**SOUND** **87**

**GAMEPLAY** **89**

**OVERALL** **89**

**Score Sheet**

# Firestorm

**S**ubtitled *Thunderhawk 2*, *Firestorm* is the sequel to the critically acclaimed Mega CD title known, would you believe, as *Thunderhawk*. Released at a time when games for Sega's Mega Drive add-on were predominantly poor quality FMV 'games' or slow-moving conversions of cartridge games, it was the first release to really do



something with it. *Firestorm* is a 32-bit update of the game, adding extra elements and of course, much better visuals. As strategic shoot-'em-ups go, it's very good indeed – easily better than Virgin's *Black Fire*. It's very easy to get into – its linear progression being easy to come to terms with. Piloting a huge attack helicopter, players



It's so hard to resist the temptation of those 'big chopper' jokes...

have to attack various targets and fulfil objectives in order to progress through to the next of *Firestorm*'s twenty-six missions. There's nothing significantly new in any of the later levels, but if you like this sort of thing, *Firestorm* is probably the best of its genre on the Saturn. Virgin's soon-to-be-out *Black Dawn* could well alter the balance of power, though...



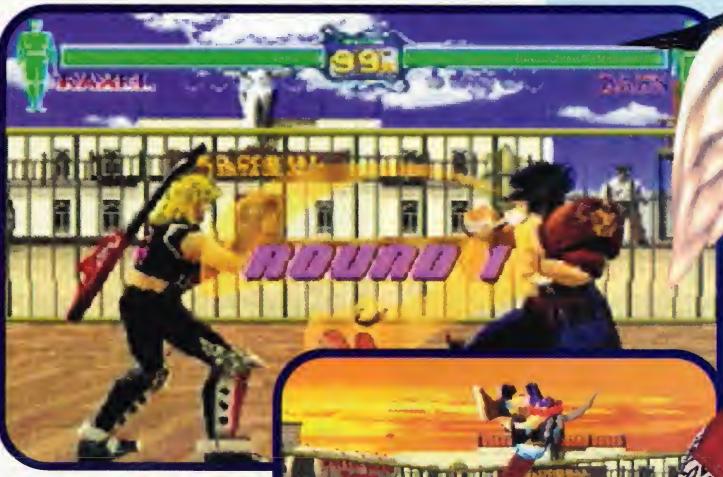


# Fighting Vipers

The beat-'em-up equivalent of a glam band compared to say, Motorhead, *Fighting Vipers* is a glossy number but can it kick it?

**F**ighting Vipers is an unusual beat-'em-up. Full of glitz and glamour, it's a union of *Virtua Fighter*, *Tekken* and *Toshinden*; a mixture of all the good 3D beat-'em-ups. To call it one of the slickest releases to grace Sega's 32-bit wonder so far wouldn't be far from the truth. What's more, it's not all pretty visuals and bluster – it actually fights as well as it looks.

With a block, kick and punch button – and of course, use of the D-pad – players can utilise a formidable array of moves. It's in

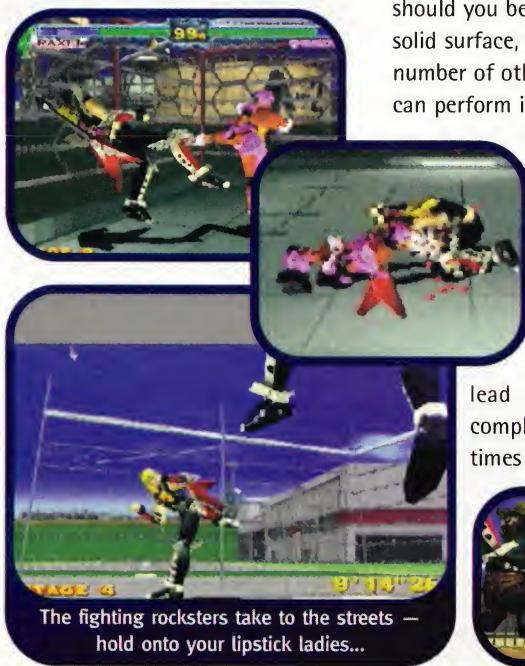


this respect that *Fighting Vipers* excels. There are no fighting games other than this, that afford you the luxury of punching your opponent through a wall, just one of the various ultra-violent moments you can inflict on stricken opponents. Every fight takes place within a confined space of a cage, a ring or four walls. These aren't there merely for decoration; they play a large part in the outcome of most bouts. For example,

should you be backed up against a solid surface, your opponent has a number of other moves he (or she) can perform in order to make sure you don't get up again. New players will be delighted to find that there are several easy-to-use but still effective attacks, while long term play tends to lead you into using complex moves, that nine times out of ten are just

too tricky for their own good. It's all very well being able to push joypad buttons like a Simon Says veteran, but it helps to remember that your opponent ain't helpless while you're powering up for a kick or punch...

*Fighting Vipers* is also an excellent two-player game. Featuring all the now-obligatory beat-'em-up options, it's a fine example of what the Saturn is capable of. If I had to criticise any aspect of it, I'd have to remark that it's a little too easy – I breezed through it on Normal level with only a few continues on my first go – but, like most beat-'em-ups, the strength of its multi-player mode is great enough to make up for this little oversight.



The fighting rockstars take to the streets – hold onto your lipstick ladies...



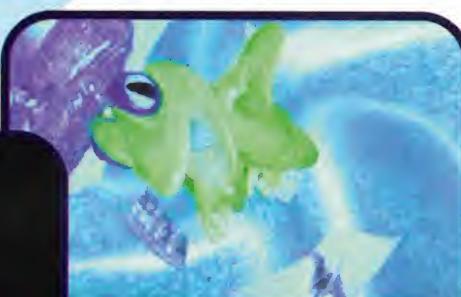
TOTAL SATURN	
Score Sheet	
<b>FIGHTING VIPERS</b>	Sega
Players:	Two
Price:	£44.99
SRP availability:	circa £30
Game type:	Beat-'em-up
<b>GRAPHICS</b>	<b>94</b>
<b>SOUND</b>	<b>86</b>
<b>GAMEPLAY</b>	<b>93</b>
<b>OVERALL</b>	<b>93</b>
<b>Score Sheet</b>	



Keeping lizards happy is easy – feed 'em mealworms.

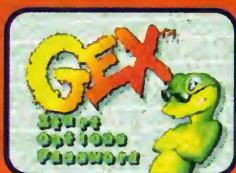


It's ooky, kooky and even really rather spooky and plays like it's undead too.



**TOTAL SATURN**

**Score Sheet**



Publisher	BMG
Players	One
Price	£39.99
S/H availability	Circa £15
Game type	Platform

**GRAPHICS** **85**

**SOUND** **73**

**GAMEPLAY** **61**

**OVERALL** **64**

**Score Sheet**



it to the back of the cupboard or, better still, trade it in for something more deserving of a place in the 90s.

# GEX

**P**ublishers just love platformers. So do players, if they add something new to the tired old mix of dumb bad guys and repetitive jumping action. *GEX* however doesn't. Take a lizard, slap on a pair of sunglasses and a few dodgy Bill and Ted-type samples in a lame attempt to acquire a degree

of coolness and stick 'em in a basic 16-bit platform format isn't the stuff of dreams, but that's *GEX* in a nutshell. He tries half-heartedly to be a character but gets lost in the crowd of other failed would-be Sonic beaters. Only absolute platform nuts will get anything from it. More discerning punters will see right through it and throw

**TOTAL SATURN**

**Score Sheet**



Publisher	Virgin
Players	One
Price	£39.99
S/H availability	Circa £25
Game type	Shoot-'em-up

**GRAPHICS** **84**

**SOUND** **70**

**GAMEPLAY** **78**

**OVERALL** **79**

**Score Sheet**

# Ghen War

involves finding and shooting aliens. First you have to find them. Its various landscapes are reasonably attractive, while climbing and jumping up hills proves fun for a while. Being able to look around from inside your suit is a good option, too – it's just a shame that the default

controls make this so tricky to master.



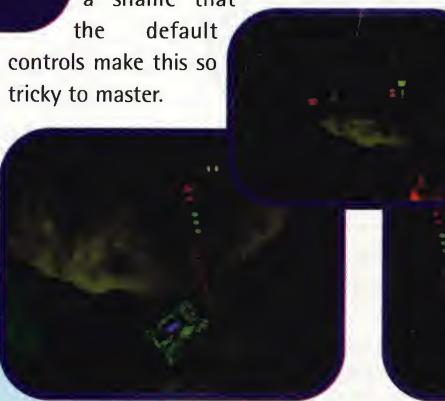
*Ghen War* is no great shakes, but will entertain if not enthrall. As a second hand purchase it's certainly worthy of note – should you see a copy, be sure to consider a purchase.



A more than half-decent *Doom* clone on the Saturn – gasp!

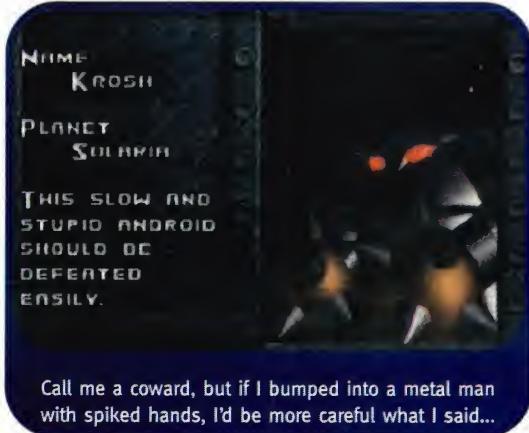
**B**efore *Exhumed*'s release, the Saturn had been crying out for a decent *Doom*-style game. Of the few that it had, *Ghen War* is among the best. Well presented and slick, it boasts attractive and smooth graphics as well as mildly engaging playability.

Split up into a series of different missions, *Ghen War*





**G**rid Run is a strange game. Set in the future, it pits players against a number of computer opponents in a series of head-to-head match-ups that are somewhat reminiscent of 'it'. Taken place in a maze-like arena, the object of each match-up is for players to capture a pre-defined number of flags. At the start of the game, neither character has any flags, they're all neutral, but when a player finds one and touches it, it turns to their colour, denoting that it's become 'their' flag. All straight forward so far, right? But here's the twist, one of the characters starts the game as 'it' and, as such, they can't collect any flags. Their objective, therefore, is to catch their opponent and touch him, turning him in to 'it'. If they fail to do this before the other player collects the right number of flags, they lose the match.



Adopting a steady learning curve that eases players in to the game (including a first level tutorial that explains the key points), getting into *Grid Run* couldn't be any easier. Progressing through the early levels is more of a learning process, rather than a serious challenge.

With the first couple of levels out of the way, though, the game gradually gets harder and tests players wits and skill to the limit. *Grid Run* gradually gets harder in two ways; firstly, the grids get more and more maze-like and secondly, the computer opponents get faster and more aggressive.

At the start of the game, the grids are nothing more than a collection of walkways which are all cross-linked together. Players can run down these walkways, avoiding, or chasing after, the computer controlled character and collecting flags as they go. As the game progresses, though, the grids become larger and more inter-linked, making them harder to navigate. Warps and speed-ups also start to appear, making getting around even more complicated.

As for getting more aggressive, both the human and computer controlled characters have four special abilities; they can fire a gun, they can build walkways, or drop blocks and cast a magical speed-up boost. During the early levels of the game, the computer opponents are both slow and stupid – rarely using any of their own special powers – but as it

# Grid Run



progresses then the opponents players come up against get more cunning, more devious and much more inclined to use their gun. As menacing as this sounds, the gun cannot kill players, it merely stuns them, giving the enemy time to try and catch up.

As running away from your opponents is all part of the game, players will be grateful to know that they can improve their character's speed throughout the game. By collecting the special pods that litter each of the grids, players can earn time on the bonus levels. Here, by collecting the relevant capsules, players can increase their speed, agility and magical ratings. Doing this is essential, as only by improving their character, will players be able to beat the later computer controlled opponents.

*Grid Run* is really quite unique. Although not quite a 'must buy', it is an excellent two-player game that deserves a lot more credit for its simplicity than it will get from most people.

**TOTAL SATURN**

## Score Sheet

GRID RUN	
Two Player Party	
Publisher:	Virgin
Players:	One or two
Price:	£39.99
Software availability:	Circa £30
Game type:	Platform
GRAPHICS	82
SOUND	76
GAMEPLAY	86
OVERALL	85
Score Sheet	

Total Saturn 29



# Guardian Heroes



Steal my bedlinen — feel my fist. The mighty sword of justice prevails yet again in *Guardian Heroes*.

## TOTAL SATURN

### Score Sheet



Publisher:	Sega
Players:	Multiple
Price:	£44.99
SH availability:	circa £35
Game type:	Beat-'em-up

**GRAPHICS** **92**

**SOUND** **88**

**GAMEPLAY** **80**

**OVERALL** **80**



Score Sheet



We can't decide which came first — was it *Double Dragon* or *Golden Axe*? Regardless, both were arcade machines that coaxed a fair few ten pence from the TOTAL SATURN team's pockets during the Eighties. Both were beat-'em-ups where, instead of one-on-one combat, you travelled over a scrolling landscape fighting all you came across. Of both, *Double Dragon* was undoubtedly the better of the two, simply because it had more moves and ways to implement and mix them. Hell, it had combos before they were even invented. *Golden Axe* was far more simplistic but followed the same theme.

So why are we mentioning old

arcade games when we're supposed to be writing about *Guardian Heroes*? Well, it's all quite simple — you see, *Guardian Heroes* is a continuation of the concept. Essentially a basic beat-'em-up, it adds a plot and decidedly RPG-type overtones. Players can choose their route according to the story, with a huge amount of options available, such as Go To The Forest or Go Straight Through The Town. Don't mistake this as a sign of complexity, though — *Guardian Heroes* is simplistic beat-'em-up action all the way. Where it scores highly is that there are a huge array of moves you can use — and you certainly need them. Its sections are split into huge group battles. Beat up one group of enemies and another lines up. With plenty of game-controlled dialogue and interaction between characters explaining what's going on, you won't be lost.

*Guardian Heroes* is actually quite astonishingly big. There are a number of characters available, each with their own individual statistics — these can be increased with points allocated at the end of each level. Unusually, the choice of character totally alters the routes available, with each fighter playing a different part of the story. It's really quite possible to think there's a lot more to the game than there actually is... but underneath the glitz, the glamour and the graphics, it's *Golden Axe* all over again. *Guardian Heroes* takes an ancient arcade concept, dresses it



Throwing-out time, Ninja style.



up with all manner of finery and parades it all around town. Admittedly it beats a few people up while it's there but, desperately wishing to end this analogy, it would have to be said that the walls of the town are paper thin props... um, the emperor isn't wearing any clothes... damn. Well, you know what we mean. *Guardian Heroes* also provides for two player play. As you well know, that can only be Good News.

It's still not as good as *Double Dragon*, though...





## TOTAL SATURN

### Score Sheet

<b>GUN GRIFFON</b> THE SPATIUM CONFLICT	
PRESS START BUTTON	
©1996 GAME ARTS	
Publisher:	Sega
Players:	One
Price:	£39.99
SIM availability:	circa £25
Game type:	Shoot-'em-up
<b>GRAPHICS</b>	<b>84</b>
<b>SOUND</b>	<b>80</b>
<b>GAMEPLAY</b>	<b>64</b>
<b>OVERALL</b>	<b>63</b>
Score Sheet	

# Gun Griffon

**R**obots need not be like cute little idiots that make everyone laugh at the end of a TV show. There's absolutely no reason why their best lines should be "...but Buck, how did you know that Dr Strangeloopy had the geranium in his toilet, bee-dee bee-dee bee-dee...", cueing much mirth from the rest of the cast. No, what Tweaky should have done is whipped out a few air-to-surface



Now why assume robots are violent?  
Ever been beaten up by a robot?

missiles, locked Buck in the lav and gone out to sort the bad guys out himself. No longer the subject of ridicule, the script writers could have put a ZX80 in as a love interest in one plot. No, really... it would have been great. It'd certainly be a lot less frustrating than trying to work out how to play *Gun Griffon* without the instructions. It is — thus making the text before this not entirely irrelevant — a robot fighting game. Whether it's a good one or not is a point worth arguing. It certainly offers much in the way of pretty visuals and there's no doubting there's plenty of military hardware to play around with... but it's hardly gripping stuff. It's just that most firefights are a case of exchanging shots with an opposing robot or tank. There are other



objectives to meet but the essential concept, the bread and butter of *Gun Griffon*, is flawed. With that in mind, no matter how much effort its programmers may have lavished upon it, the inescapable truth of the matter is that it's a bit crap — but hell, that's just our opinion. Anyway, about changing Buck Rogers. We reckon Tweaky should change his name to Monstrous Killer Death 'Bot (otherwise known as the Evil B'Stard Mechanical Massacre Mechanoid), smoke cigars and carry a shotgun... ●

# Hardcore 4x4

**H**es, it's another driving game, but *Hardcore 4x4* offers an alternative to endless road-based drive-'em-ups. Based on six off-road circuits, the usual race rules apply. However, unlike many of its more, er... 'conventional' contemporaries, *Hardcore* isn't a game that's mastered simply by staying on the



track. The courses are bumpy, winding affairs, with a number of hills and bumps to negotiate. It's

finding the best routes that allows you to achieve anything... such as really winning races, for example.

*Hardcore 4x4* is pretty basic in Novice mode, but played in Pro it's a fast-paced all-action outing. You can go from first to last with a simple crash but, strangely,



Hardcore, you know the score, this is a caption, you should just ignore...

the same applies for the console controlled trucks. This is due to Gremlin having taken the time to program realistic AI for them, thus making 4x4 a most compulsive one-player game. Alas, it has to be, for there is no two-player option — unless you count the consecutive racing offered by the Time Trial mode — but as 'one-player unusual truck-based racing games' on the Saturn go... why, this must be the best of the lot. It's a strange title, but certainly well worth a look.



## TOTAL SATURN

### Score Sheet

<b>HARD CORE</b> 4X4	
PRESS START BUTTON	
Publisher:	Gremlin
Players:	Multiple
Price:	£44.99
SIM availability:	circa £35
Game type:	Racing sim
<b>GRAPHICS</b>	<b>87</b>
<b>SOUND</b>	<b>89</b>
<b>GAMEPLAY</b>	<b>89</b>
<b>OVERALL</b>	<b>89</b>
Score Sheet	

**TOTAL SATURN****Score Sheet**

Publisher	Bullfrog/EA
Players	One
Price	£39.99
SH availability	circa £25
Game type	Racing sim

**GRAPHICS** **74****SOUND** **74****GAMEPLAY** **66****OVERALL** **68****Score Sheet**

# Hi-Octane

**B**ullfrog are well known and respected for their creative contribution to innovative computer and console gaming over the years. Standard bearers of a rather more thought-provoking brand of software entertainment, their back catalogue is mighty impressive. From *Populous* to *Syndicate*, *Theme Park* to *Magic Carpet*, they've made a name for themselves by producing games that, critical acclaim aside, have been the sort that buying punters want to play. What bigger recommendation could you give a development house?



However, there's a bit of a skeleton in Bullfrog's cupboard that goes by the name of *Hi-Octane*. A futuristic mixture of racing and shooting, it's a kind of jack of all aesthetic trades and master of none. It moves well but not fast enough, its scenery is well-drawn but bland, its music and sound FX satisfactory. Much the same applies to its gameplay. Racing – if that is the word for such low speeds – through its tracks isn't any challenge in itself. It's when other



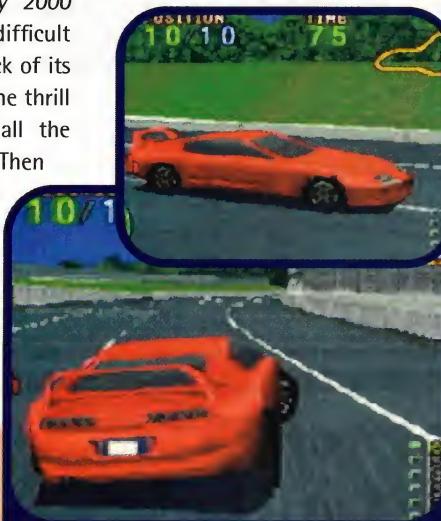
Look out for the burgundy and orange rectangle... oops, I mean 'lethal missile'

# Highway 2000

**W**oe, woe, woe. That such a sad and pitiful game could be brought to our shores seems senseless enough, but that JVC, with their fairly good reputation

should have a part in this travesty seems very unusual. Let's put it this way. Which one's the odd one out? *Keio Flying Squadron* (84%), *Victory Boxing* (90%), *Impact Racing* (91%) or *Highway 2000* (34%)? It's really not that difficult to choose, is it? On the back of its packaging it says '...enjoy the thrill of coming first, beating all the competition to get the girl. Then feel your eyes bulge in their sockets as she shows you her appreciation! So, the implication is that, should you complete *Highway 2000*, some girl takes her kit off. Trouble is, even the saddest individual dying for an eyeful of breast would be hard-pushed to stand the torture that is playing *Highway 2000*. Crap graphics, worse

gameplay and an unbelievably cringeworthy plot... let's just leave it at the point where we say don't bother buying it – she's ugly anyway. Um, so we heard...



Nice looking car. Just the sort of thing a woman would want to strip off for. Honest.

**TOTAL SATURN****Score Sheet**

Publisher	JVC/Victor
Players	One
Price	£39.99
SH availability	circa £20
Game type	Racing Sim

**GRAPHICS** **52****SOUND** **54****GAMEPLAY** **42****OVERALL** **44****Score Sheet**



# Impact Racing

**I**mpact Racing is a car racing game involving high-speeds and tight corners; a fast and furious shoot-'em-up where explosions mean prizes and bonus weapons are yours for the picking. Add to this a variety of eye-boggling landscapes from snowy peaks to fluorescent future space paths and things are looking good.

The very first track features some grimy looking streets and your



Smack 'em from behind and blow 'em sky-high!

mission is to zip around four laps, each one against the clock. It's not that easy though (of course) for numerous other factors conspire to louse up your dream of lap-time glory. Firstly, those other cars are going to do their utmost to slow you up; if they're not dodging in front of you, they're dropping mines all over the road and spraying fire-walls at your tires. Then there's the lap timer which you will grow to hate, believe us. 'Yes, swerved around the mine, shot that red sod, come on, aagh! Out of time!' said this reviewer on numerous occasions, grinding to a halt only meters from the precious finish line...

There's a certain element of strategy involved in all this as well;

picking a fast car should get you around the track under the required limit but unless you're an exceptionally good aim you won't hit that many opponents. No opponents equals no bonuses, and that means no super weapons for you, mate. Drive a big armoured car and you'll have no chance of zipping around quick enough but you'll be able to crunch the others up a treat. One quick blast to finish them off and you could be collecting a time bonus.

Neither a shoot-'em-up or a traditional racer, *Impact Racing* lies between these two pillars of console gaming. It's more of a battle for points than progressing through levels — there are only three tracks as such, negotiated a number of ways — but it's fast, good to look at and simple to play. Give it a try.

**TOTAL SATURN**

**Score Sheet**



Publisher	JVC
Players	One
Price	£39.99
S/H availability	circa £30
Game type	Racing/Shoot-'em-up

**GRAPHICS** **90**

**SOUND** **86**

**GAMEPLAY** **91**

**OVERALL** **91**

**91**

**Score Sheet**

# In The Hunt



Don't panic — as soon as more than one 'scary' enemy appears it'll all slow down a treat

**T**here's surely a place on the Saturn for a good down-to-earth shoot-'em-up. You know, the sort of thing that used to be ten-a-penny in arcades; basic



blasting games that scrolled vertically, horizontally... or even both, offering loads of targets to fire a myriad of special weapons at. Team 17's X2 was our great hope but, having now seen the PlayStation version, we're not sure its basic game design is up to scratch. For fans of the genre, there's little else... and we're deliberately not counting *In The Hunt*. Firstly, it looks like a Super Nintendo game. While not the



worst of crimes, its companion flaw is a mind-numbing slowing of the action should there be more than a couple of enemies on screen at one time. It makes *In The Hunt* an absolute travesty of a game — were it to be faster, it could best be described as 'average'. As it is, *In The Hunt* is one of the worst pieces of programming we've seen for the Saturn. Avoid with a passion.

**TOTAL SATURN**

**Score Sheet**



Publisher	THQ
Players	One
Price	£39.99
S/H availability	circa £25
Game type	Shoot-'em-up

**GRAPHICS** **46**

**SOUND** **54**

**GAMEPLAY** **23**

**OVERALL** **25**

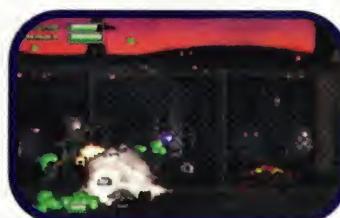
**Score Sheet**

# Iron Man X-O Manowar in Heavy Metal

**H**orizontally-scrolling shoot-'em-up platformers used to rival cute platform games as the most common, but invariably crap, software releases. With the SNES and Mega Drive, a week that went by without one such release was a blessing indeed; a sure sign that at least three

would follow during the next... but we reviewers enjoyed the respite regardless. The Saturn has been lucky so far – most of its duff software isn't genre-specific, with almost every game style being slaughtered in some way. Fortunately, Acclaim have seen this obvious gap in the marketplace. What's more, to rub salt into the wound they've actually bought a license for this...

*Heavy Metal* is by no means the worst game money can buy, but it's certainly banal. A linear platform blaster, it guides players along a set path. While progressing through its levels, you get to shoot lots of 'disposable soldiers' – like the faceless crewmen



cannon fodder that used to beam down with Kirk in Star Trek, these take up little of your time. The almost obligatory end of level bad guys take a little more time to dispatch... but there's little point in telling you any more. It's doubtless that you've all seen it, read it and heard it before. To cut a long story short, *Heavy Metal* is pure scrap. It's perhaps worth a look if you've been a gamer for years for sheer nostalgia value alone. Remember when almost all games were just like this?



**TOTAL SATURN**

## Score Sheet



Publisher:	Acclaim
Players:	Two
Price:	£44.99
Ship availability:	circa £30
Game type:	Shoot-'em-up

**GRAPHICS** **78**

**SOUND** **83**

**GAMEPLAY** **57**

**OVERALL** **59**

**Score Sheet**

**TOTAL SATURN**

## Score Sheet



Publisher:	US Gold
Players:	One
Price:	£39.99
Ship availability:	circa £25
Game type:	Platform

**GRAPHICS** **83**

**SOUND** **88**

**GAMEPLAY** **62**

**OVERALL** **65**

**Score Sheet**



With his woolly hat over his eyes, Johnny does a mean Stevie Wonder...

**E**ven if a platform game has some pretty rendered graphics, it's still a platform game. Much as a cowpat pie is still gross no matter how much you garnish it with cream and cherries, *Johnny Bazookatone*'s appeal is skin deep. It doesn't do anything that couldn't be done on a 16-bit machine. It's not speedy, overly complex or in any way innovative.

It has puzzles, would you believe, but any fan of platform games could tell you of numerous other titles that have also offered them, often with a lot more style.

There's room for a Mario or a Sonic on the Saturn – but it's not *Johnny Bazookatone*. Its pace is awkward, like the controlling of the eponymous sprite, while even its passwords do little to extend its longevity. Its unusual soundtrack – including numbers by M People and Marvin Gaye, among others – isn't enough to elevate it beyond its

average state... and neither is the free audio CD that contains them.

*Johnny Bazookatone* isn't up to much, but it's not atrocious. There could be a few of you out there who find it has something to offer but, if that's the case, the people in question really should get out much, much more...



# Johnny Bazookatone



TOTAL SATURN

## Score Sheet

<i>Keio Flying Squadron</i>	
© 1996, Virgin Interactive Ltd.	
Publisher	IVC
Players	One
Price	£39.99
S/H availability	Circa £30
Game type	Platform
<b>GRAPHICS</b>	<b>87</b>
<b>SOUND</b>	<b>82</b>
<b>GAMEPLAY</b>	<b>86</b>
<b>OVERALL</b>	<b>86</b>
<b>Score Sheet</b>	

# Keio Flying Squadron 2

**J**VC tend to license most of their releases from Japan. Even without the benefit of that piece of information, you'd be hard pushed not to guess where *Keio Flying Squadron 2* was designed. Cute, fast and mixing the platform and blasting genres, it's a pleasing

mixture of the two. It's hard to say just how it's as playable as it is, but... hell, it just is, okay? The games that TOTAL SATURN sub-editor Sorcha Fenlon says 'Squeal!' at we tend to bury in unmarked graves. They're usually cute to the point of being obnoxious... but *Keio* has something indefinable that makes it better than its contemporaries. Thing is, Sorcha also likes to kill things. *Keio* also caters for her more murderous instincts and, what's more, it's cute too. Got that? Cute, shoot things, good. Why, if only we'd shown it to her instead of loading the poor lady



Golden bunnies, pigtails, little girly dresses... Bleuch! Cute!

down with typos to correct, she'd undoubtedly have loved it.

Perhaps over-rated in its Issue 1 review – it was awarded 92%, fact fans – it's still a great little title, the sort of game that doesn't seem anything special but keeps you coming back for more. It could do with a little more in the way of variety, but then couldn't virtually all games?



# Loaded

**W**hen it was first released on the Play-Station, there was a fair amount of fuss about *Loaded*. It's hard to say exactly what it was that caused this. It certainly has a prodigious body-count, but its gore content isn't shockingly high. It's

also without doubt that *Loaded* contains much in the way of firepower. Lots of levels, explosions and power ups... it has all this and more. Hell, you want a big fat bloke in a nappy? Man, it even has that.

What it doesn't have is much in the way of brain food – *Loaded* is a pure all-out blaster. Wandering around the mazes or outdoor levels, players generally have to find an item – such as a key – that allows access to successive areas. While doing this, they get to shoot people, creatures and objects. This is pretty much all there is to it. While boredom is a possibility during solo

play, its two-player mode is just as fun-packed as you could hope for. It is, to summarise, an exemplary shoot-'em-up. Those hoping for more than frantic action are in for a disappointment, but it wasn't intended to satisfy such cravings. As far as good games with an exceptionally high mass-murder content go, *Loaded* has few peers.



Just follow the blood splats home if you get lost

TOTAL SATURN

## Score Sheet

<i>Loaded</i>	
© 1996, Gremlin Interactive Ltd.	
Publisher	Gremlin
Players	Two
Price	£44.99
S/H availability	circa £30
Game type	Shoot-'em-up
<b>GRAPHICS</b>	<b>90</b>
<b>SOUND</b>	<b>86</b>
<b>GAMEPLAY</b>	<b>95</b>
<b>OVERALL</b>	<b>95</b>
<b>Score Sheet</b>	



A trip to the carpet shop with parents eager to get rid of the threadbare-rag back home, is a nightmare only equalled by a visit to a furniture showroom. The suffocating atmosphere, the forbidden fruit that is the pushing down of a carpet roll in order to make a man-made fibre domino rally... and, what's more, it's likely the day of the visit is a Sunday. Actually, having one of the old medical examinations in school was worse... but, come to think of it, being sick after only eating toast is pretty gross too. Back to carpets, though. Not known for their flying

abilities these days, carpets used to swoop around Arab skies years ago like flocks of birds. These were piloted by wise blokes with loads of bandages on their heads, because they occasionally weren't wise. No, there was always some bright spark who said 'Oooh, let's do some barrel rolls!' It was the existence of such characters that led to the coining of the phrase 'argh bugger', a popular choice of words among those plummeting from Axminster at 20,000 feet. The Persian carpets were usually pretty ornate, but among elite pilots there was a great amount of snobbery. 'Look at that boy racer from Amphopolis



Street,' they'd mutter disdainfully. 'Does this man think that the stripes make him go faster? Why, the fool's even trimmed the tassels to spell 'Sheik It Baby'. Wasn't allowed when I was young, you know,' they'd conclude mournfully.

Magic Carpet has nothing to do with them or, to be honest, any of the previous text in this review. But hell, it made a change, eh?



Headin' for a druidical hoe-down... travellers eat your hearts out.

**TOTAL SATURN**

**Score Sheet**



Platform:	Bullfrog/EA
Players:	One
Price:	£39.99
CD/H availability:	circa £25
Carpet type:	Carpet

**GRAPHICS** **87**

**SOUND** **81**

**GAMEPLAY** **86**

**OVERALL** **87**

**Score Sheet**

# Magic Carpet

**TOTAL SATURN**

**Score Sheet**



Publisher:	Sega
Players:	One
Rating:	18+
Price:	£39.99
CD/H availability:	circa £25
Name type:	Adventure

**GRAPHICS** **71**

**SOUND** **62**

**GAMEPLAY** **28**

**OVERALL** **30**

**Score Sheet**

# Mansion of Hidden Souls

If there's one thing assured to make a TOTAL SATURN reviewer feel the icy fingers of dread on his or her shoulder, it's the prospect of reviewing an FMV game. For those not overly familiar with CD-based consoles, these are pre-rendered or filmed animations. Often featuring actors not blessed with such er..., trouble-some

attributes as charisma or talent, they could best be likened in terms of concept to the old Steve Jackson and Ian Livingstone 'Choose Your Own Adventure' books. Decisions usually send you off on one of a few limited plot paths, while occasionally a semblance of some freedom of movement is offered through the ability to walk along a corridor — one of the very few high points of *Mansion of Hidden Souls*. Course, once you've started strolling towards the door at the end of the landing you can't do anything else but, hey, that's the hallmark of a



One minute to blast off... destroy the copy of *Mansion* and do it now.

truly crap game for you. Linear gameplay, twee plot, cringeworthy 'acting' — the term, naturally, being used in the loosest possible sense — and rather bland graphics do not a good game make. If you want adventure, turn to page 60 and read about *Tomb Raider*. This pitiful example of game design at its most insipid could, at best, be described as reassuringly dull. Without a single moment of innovation or enjoyment to disturb the tedium it provides, *Mansion of Hidden Souls* is genuinely scary... but we hope you appreciate the irony in that statement. Just don't buy it.



# Mighty Hits

**A** collection of gun games, *Mighty Hits* is puke-cute in that inimitable manner that only the Japanese appear able to create. From shooting cards to balloons, from blowing ice off a penguin to tagging the odd duck out, it's unusual because, at the end of each game, the body count is notably low. Virtually zero, in fact. Levels are selected by



This is the part where you shoot AT things, not SHOOT at them, stoopid.

shooting three rapidly moving decks of cards. Whatever game is underneath when you fire is played, whether you like it or not. This, for a start, is annoying. Of the many different variations on the



theme available, a number of them are, to be frank, crap. Surely you should have the option of skipping these? For example, there's one level where you have to shoot the ice off a penguin. You are gifted with infinite shots and a fairly generous time limit... so what, we ask of you, is the point? Fail a level and you lose a life. Lose 'em all and

it's back to the title screen. Unless our expectations were to be exponentially reduced by, say, mentally regressing to the age of five, we'd be off down the shops at this point, asking if we could please swap *Mighty Hits* for *Virtua Cop 2*...

**TOTAL SATURN**

Score Sheet

MIGHTY HITS	
PRESS START BUTTON	
Publisher	Sega
Players	Multiple
Price	£20.00
S/H availability	circa £25
Game type	Gun Games
GRAPHICS	70
SOUND	54
GAMEPLAY	58
OVERALL	57%
Score Sheet	

**TOTAL SATURN**

Score Sheet

MYST	
PRESS START	
Software copyright 1995 Cyan, Inc. and Sierra On-Line, Inc.	
Publisher	Sega
Players	One
Price	£39.99
S/H availability	circa £20
Game type	Adventure
GRAPHICS	82
SOUND	84
GAMEPLAY	73
OVERALL	75%
Score Sheet	



Dear Sir, why is everyone in your game named after indigestion cures?

**M**yst was, so we've been told, the biggest-selling PC game ever. It's an adventure with pre-rendered graphics, a sprawling mass of screens to wander through and a

# Myst

host of puzzles. Once innovative, cutting-edge stuff, *Myst* is now beginning to show its age. For a start, while it undoubtedly has a lot to offer all adventure fans, it's slow-moving, drive-access heavy and more than a little user-unfriendly by today's

standards. Moving a pointer on the screen, you can move and turn by clicking on certain areas of the screen. Similarly, pointing to an object and pressing the required button brings up a graphic of that item. But then, sometimes it doesn't. *Myst's* like that. It's



probably a game better suited to a more mature, patient Saturn owner. Feel you qualify? Honestly? Take a look...



# Mortal Kombat

TOTAL SATURN



THE HELL-SPAWNED SPECTER RISES FROM PITS. AFTER LEARNING OF SUB-ZERO'S RETUR HE AGAIN STALKS THE NINJA ASSASSIN FOLLOWING HIM INTO THE DARK REALM OF THE OUTWORLD WHERE HE CONTINUES HIS OWN UNHOLY MISSION.

**M**ortal Kombat?" we hear you cry. We know that the original never made its way to the Saturn. We're also aware that *Mortal Kombat 2* and *Ultimate Mortal Kombat* did. Number two of the series is pretty much as it is on any other format. It's enjoyable enough, has its own army of fans and is often a target of playful derision from *Street Fighter* players. However, *Ultimate Mortal Kombat* has a more unusual history. Due to a marketing deal,

Sony were supposed to have six month's lead time on *Mortal Kombat 3* — that is, its publishers couldn't release it for the Saturn until a good time after.

Add to the title 'Ultimate', jig a few things around... ta daa! *Mortal Kombat 3* for the Saturn. There's the same amount of blood-letting as there is in the arcade and PlayStation versions, the gameplay still has its own pace and feel. It's an alternative to the *Street Fighter* games... but, to be



Just think of the number of canapes you could spike on him.

honest, the *Kombat* theme could do with a big kick up the backside to bring it up to date. Perhaps an injection of 3D is called for...

Oh, the rating on the right is for *Ultimate Mortal Kombat*, as *Mortal Kombat 2* is pretty much rendered obsolete by it. Anyone who wants to write in and suggest that this review should be in the 'U' section because of the aforementioned shouldn't bother. Why not save the stamps for your collection and the paper for writing your train numbers on?

## Score Sheet



Publisher: Sega  
Players: Multiple  
Price: £39.99  
S/H availability: Circa £30  
Game type: Basketball sim

GRAPHICS 89

SOUND 82

GAMEPLAY 80

OVERALL  
**81**

Score Sheet

TOTAL SATURN

## Score Sheet



Publisher: Virgin  
Players: One or two  
Price: £44.99  
S/H availability: Circa £45  
Game type: Hockey sim

GRAPHICS 91

SOUND 86

GAMEPLAY 92

OVERALL  
**91**

Score Sheet

# NHL Powerplay Hockey

**V**irgin are hardly renowned for their sports sims. This is probably because they never release any, we'd imagine. The exception to the rule, *NHL Powerplay Hockey*, is quite astonishing. As a 'debut' of sorts to the highly competitive market that is the Saturn sports arena, it's a

particularly well polished and very accomplished effort. Indeed, it's probably the best representation of a sport we've ever seen. Were it to involve football instead of hockey, we'd probably go all silly about it and start awarding ridiculously high scores. As it is... well, it's not, is it?

Still, if you're a big fan of the sport, you'll certainly not go wrong with this one. The game physics — the movement of the puck and players, that sort of thing — are of an extremely high standard. Stats fans won't be disappointed, either;



Time to er... 'bully off' or was it called 'Indian dribbling'?



*NHL Powerplay Hockey* has it all. We can't see it doing very well in England, simply because its subject has such a small following over here. It's great shame — it deserves so much better. Still, you could always start going to matches in order to learn how to play...



TOTAL SATURN

## Score Sheet

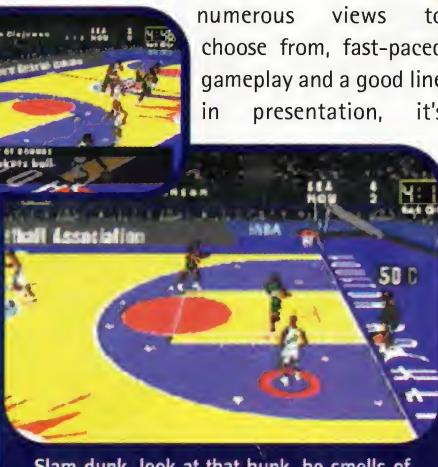
Publisher	Sega
Players	Multiple
Price	£39.99
S/H availability	circa £30
Game type	Basketball
GRAPHICS	84
SOUND	76
GAMEPLAY	79
OVERALL	80
Score Sheet	

## NBA Action

**N**BA Action is, gasp, amazingly enough, a basketball game. Like Virgin's *NHL Powerplay* – reviewed on the opposite page – it suffers in that the sport on which it's based doesn't have a huge following here in England. Still, unlike hockey, Basketball's moon is on the rise over the British Isles. Channel 4 are subjecting us to matches in the small hours of the night, games are enjoying increasing attendances and youngsters are even being encouraged to learn the basics in school. Hell, we might even start to field decent teams before the

turn of the century...

For those uncomfortable with the real-life article who fancy being the next Magic Johnson, Dennis Rodman or, um, Simon Howard, *NBA Action* offers a convenient alternative. With numerous views to choose from, fast-paced gameplay and a good line in presentation, it's



Slam dunk, look at that hunk, he smells of skunk... this poetry lark's tricky, isn't it?



probably the best of its ilk for the Saturn. However, it has to be said that Sony's *Total NBA* wipes the floor with it... but we've no doubt that an *NBA Action '97* would change this. Here's hoping...



## Night Warriors

**N**ight Warriors is not, before you start to make the assumption, merely a re-working of the tried and tested *Street Fighter* formula; a game that offers new graphics alone. It's bigger, brasher and, dare we say, more ambitious than the antics of Ryu and Ken and its moves far more outlandish.



Caption

A beat-'em-up with some of the slickest 2D graphics you'll see on the Saturn, *Warriors* offers over ten characters. These each offer their own special moves and combos; from the catwoman to werewolf, each opponent stands ready to deliver a super-(un)natural beating. This can only be done through usage of an initially bewildering array of button combinations, but these are soon committed to your finger-controlling memory, to winning effect.

Like many beat-'em-ups, *Night Warriors* is at its



best when played against an human opponent. In fact, you could argue that the solo mode is for the testing of skills. With a friend to beat the bejesus out of, this is where *Warriors* really gets gruesomely good. Beat-'em-up fans should add this to their shopping list with haste – it really is an admirable variation on the basic dull old 2D fighting theme.

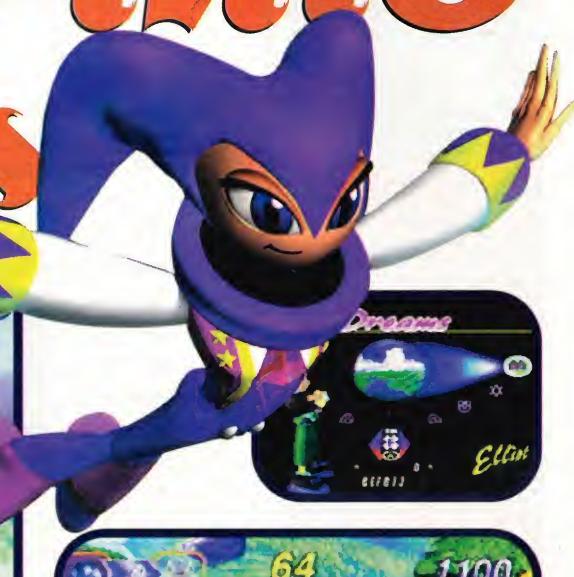
TOTAL SATURN

## Score Sheet

Publisher	Virgin/Capcom
Players	One or two
Price	£49.99
S/H availability	Circa £35
Game type	Beat-'em-up
GRAPHICS	93
SOUND	80
GAMEPLAY	92
OVERALL	91
Score Sheet	



# NiGHTS into Dreams



TOTAL SATURN

Score Sheet



Publisher	Sega
Players	One
Price	£44.99
Saturn availability	Circa £95
Game type	Arcade

GRAPHICS 97

SOUND 83

GAMEPLAY 90

OVERALL %

91

Score Sheet



It's all trippy-disco and not much of a challenge – question is, do you like pretty or tricky?

One of *NiGHTS*'s main charms is its simplicity. However, this may not appeal to everyone. Take the Rapide Publishing office as an acid test. One individual thought it "...a collect-'em-up with pretty visuals. As an example of what the Saturn can do it's an accomplished piece of coding, but in terms of gameplay and depth, it's well

behind say, *Sonic the Hedgehog*!

In some ways, this is a valid point. The *Sonic* games did become progressively more complicated. *NiGHTS* is a huge step backward in that its content is, when it gets down to the brass tacks, very simplistic. Its limited puzzle content seems to be working out how to defeat its various end-of-level bosses... but, once figured out, the challenge is no longer there. A brief usage of the ol' grey matter is all that's required.

In essence, *NiGHTS* is a 'points' game – rather like a *Defender* or *Space Invaders* for the nineties. *Sonic 3D* on the Mega Drive involves you in circumnavigating mazes and solving basic puzzles; the accruing of points a

sideline for those who enjoy such things. However, points are the main achievement in *NiGHTS*. Completing it is satisfying, but Sonic Team – its programmers – seem to have produced the ultimate example of retro gaming; complex nineties visuals married to early eighties gameplay concepts. This makes the rating of *NiGHTS into Dreams* a simple matter. If you're a big fan of games without complexity, this is an essential purchase, otherwise...





TOTAL SATURN

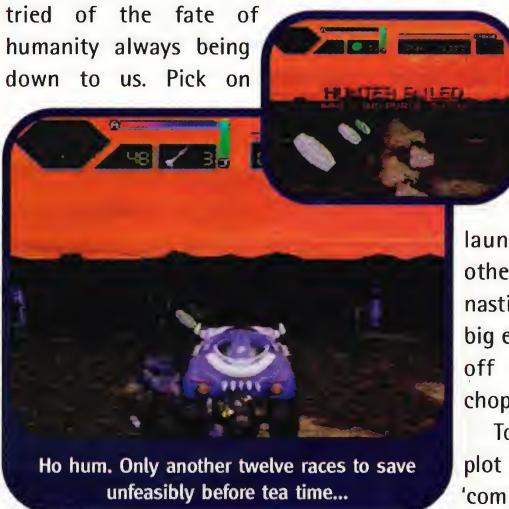
## Score Sheet

Publisher	BMG
Players	One or two
Price	£39.99
S/H availability	Circa £25
Game type	Racing
GRAPHICS	65
SOUND	79
GAMEPLAY	52
OVERALL	53

Score Sheet

# Off-World Interceptor Extreme

The time is the future. The Earth is not a nice place to live. The fate of the human race is in your hands, again. Is it just us or is anybody else getting a little bit annoyed at this? We're sick and tired of the fate of humanity always being down to us. Pick on



Ho hum. Only another twelve races to save unfeasibly before tea time...

someone else for a change. We are tired, we've had a long day and all we want to do is put our feet up and watch the telly. Anyway we're far to young to worry about saving

the world... but oh no, those people at Crystal Dynamics want us to pilot a buggy over several landscapes. Racing against alien drivers, launching missiles and other weapons at these nasties, you'll find it's a big effort to wipe the grin off their smug alien chops.

To add to this very thin plot they have chosen to 'complement' these races

with an awful line in FMV. It could only be cheesier if big lumps of Edam were delivering the lines. The only good part of the game at all, is that the programmers have realised just how awful these scenes are and have included the two blokes at the bottom of the screen, taking the p... having a joke about it.

This aside, the game is stale, with no new ideas and a total lack of polish. We're done with the idea of saving the world — we're off down the pub and, if you've got any sense you'll join us and leave this on the shelf!



# Olympic Soccer

**B**ehind its awkward menu-based system, beneath its none too attractive visuals, lies the heart of *Olympic Soccer*. Despite a build-up of fur on the walls its arteries, it's in surprisingly good condition, surrounded by a body of gameplay that although ugly, does its job. The legs of *Olympic Soccer* are in good condition, because it's a very fast



game to play indeed. However, its arms — representing the ability of its goalkeepers — could do with a few minor operations. Facially, it gets refused entrance to most major chainstores on account of it being too frightening for women and children, while the choice of its rear as a source of sound effects is a trifle dodgy. But enough of this awful analogy lark. *Olympic Soccer* is a fine footy game, but it lacks a few essentials. For a start, there are no real player names. While we really do appreciate that it's based on the Olympic compo



itself, who would you feel most comfortable scoring a forty yard drive with? Ian Wright or Bill Blake? Matt Le Tissier or Mathew

Tisdale? I don't think it takes a genius to work that one out. Those who don't really like football may find this argument mystifying, but believe us, it matters.

At the end of the day — note the clever use of a footballing cliche to conclude? Ho ho ho — *Olympic Soccer* isn't the best soccer game on the Saturn, but neither is it the worst.



Football at the Olympics? What will they think of next? Olympic knitting?

TOTAL SATURN

## Score Sheet

Publisher	Eidos
Players	One or two
Price	£39.99
S/H availability	Circa £30
Game type	Football
GRAPHICS	67
SOUND	72
GAMEPLAY	83
OVERALL	80

Score Sheet



# Panzer Dragoon

**W**

hile Sony were launching the PlayStation with the likes of *Wipeout*, *Ridge Racer* and *Destruction Derby*, Sega had an equivalent selection of releases such as *Bug!*, *Daytona USA* and *Panzer Dragoon*. Fond of the Saturn as we are, it has to be said that Sony's line-up was the

stronger of the two. *Panzer Dragoon* wowed users with its graphics, but lacked (and still lacks) long-term fans. The reason for this is simple – it's an excellent demonstration of graphical prowess, but in gameplay terms it's exceedingly basic stuff.

Playing like Sega oldies like *Space*

*Harrier* and *Afterburner* – a shoot-'em-up full of pre-rendered graphics, linear gameplay and very little in the way of variety. It is mildly diverting in the way that most simple games are, but flaws such as starting you way back at the beginning of the level when you die, are irritations best left in

the distant past.

Worth a look for novelty value alone, *Panzer Dragoon* has now been superseded by its far more enjoyable sequel



"Giant dragonflies attack Venice" — well that's what it looks like, anyway...

**TOTAL SATURN**

Score Sheet



Publisher	Sega
Players	One
Price	£39.99
S/H Availability	Circa £20
Game Type	Shoot-'em-up

**GRAPHICS** 83

**SOUND** 76

**GAMEPLAY** 62

**OVERALL** %

**64**

Score Sheet

**TOTAL SATURN**

Score Sheet



Publisher	Sega
Players	One
Price	£39.99
S/H Availability	Circa £25
Game Type	Shoot-'em-up

**GRAPHICS** 88

**SOUND** 72

**GAMEPLAY** 75

**OVERALL** %

**76**

Score Sheet



Uncannily similar, these shots. Lots of dragons for example and grey backgrounds...



In this A to Z, we've tried to avoid writing reviews of both sequels and originals. After all, the second game invariably improves over its predecessor, so what would be the point of writing about the two similar games put together? Or perhaps it's just that we're incredibly lazy...

Regardless, *Panzer Dragoon 2* does everything the game it replaced did, but better. You now start on a young dragon running

along and shooting things, before progressing and becoming an old dragon flying and shooting things. If it's shooting you want, *PD2* is the game for you.

Trouble is,



there's not much in it in terms of strategy. If you're fond of little in the way of thought-provoking moments in your games, this could be the title for you. Others may find themselves bored with the invariably samey action.

Still, it's worth a try at least... ●

# Panzer Dragoon 2

**TOTAL SATURN**

## Score Sheet

Publisher:	Warner
Players:	One or two
Price:	£39.99
SH availability:	Circa £20
Game type:	Beat-'em-up
<b>GRAPHICS</b>	<b>85</b>
<b>SOUND</b>	<b>80</b>
<b>GAMEPLAY</b>	<b>54</b>
<b>OVERALL</b>	<b>57</b>
Score Sheet	

# Primal Rage

w hen *Primal Rage* first hit the arcades, people made an awful fuss about it. Would you believe people were playing it and then – unbelievably – describing it with superlatives? At the end of the day, what is it? A simple one-on-one

beat-'em-up with monsters instead of Ryu, Sub-Zero or Dural. Instead of your basic cartoon sprites, its various fighters have been rendered on some state-of-the-art computers, before being dumped into animated backdrops. What, we ask is so exceptional about that?

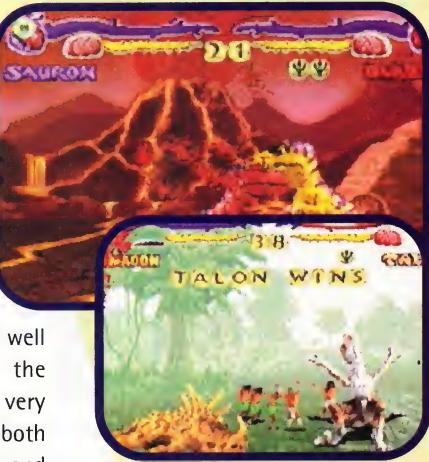
It isn't even very well balanced. Firstly, the combatants are very unevenly matched both in terms of moves and size. Whereas *Street Fighter Alpha* or even *Mortal Kombat's* are more balanced, in that everyone has a chance against another fighter, with *Primal Rage* it's possible to win bouts by

pressing random buttons

If you want a near arcade perfect game, *Primal Rage* would be worth a look at as a collector item. However, should you want a compulsive beat-'em-up or indeed, a decent game, look elsewhere.



I'm the best monster in the world and you humans must worship me! Oi, come back here you buggers!

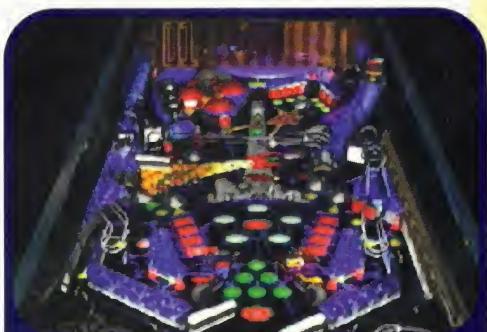


# Pro Pinball

**E**mpire's pinball sim is polished and playable, too. But it has a problem, of sorts – it only has one table, or should that be 'is' one table. This, in the eyes of

many, is a travesty. How could Empire expect people to buy ONE table for forty quid? What on earth are they thinking? Why spend so much on this when they could buy *True Pinball* for the same amount with its four cool tables?

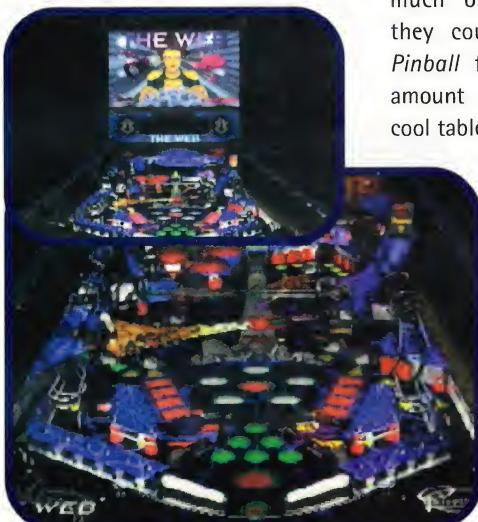
Unusually, it's not quite as cut-and-dried as that. *Pro Pinball's* solitary table is truly excellent. Imagine a fully fledged pinball machine in your own home, and you'll be getting an idea of just how good this single choice is. The only thing missing is the glass at



Imagine the smell of body odour and stale smoke and you could be down the arcades.

the front to leave your pint on. Every special feature you could hope for is present and challenging to use, while *Pro Pinball's* graphics are of an astoundingly high quality.

If you're a big fan of pinball, this is the game for you. If, on the other hand, you only like flipping flippers on the odd occasion, try *True Pinball* instead.

**TOTAL SATURN**

## Score Sheet

Publisher:	Empire
Players:	Multiple
Price:	£39.99
SH availability:	Circa £30
Game type:	Pinball
<b>GRAPHICS</b>	<b>88</b>
<b>SOUND</b>	<b>80</b>
<b>GAMEPLAY</b>	<b>84</b>
<b>OVERALL</b>	<b>82</b>
Score Sheet	

**TOTAL SATURN****Score Sheet**

Publisher:	Ubisoft
Players:	One
Price:	£39.99
S/H availability:	Circa £20
Game type:	Platform

**GRAPHICS** 82**SOUND** 66**GAMEPLAY** 63**OVERALL** %**64****Score Sheet**

# Rayman



*Yah boo mushrooms! Ha ha hee plant life! You make your own entertainment around here.*

To coin an aged phrase, *Rayman* is a platform game of the old school variety. A scrolling bouncing affair, it's a not so simple matter of negotiating endless drops, life-taking sprites



and of course, collecting certain baubles and sparkly bits. If the TOTAL SATURN had a pound coin for every game of this type we've played, we'd need an absolutely huge piggy bank to keep 'em in. *Rayman* is polished, considered and slick. But it's unbelievably dated. It offers nothing that hasn't been done to death, while even its quirky sense of humour can not breath life into the collapsed lungs of its concept. What a metaphor...

There must be a market for this kind of release, but we can't understand why. Bar the occasional gem, this type of platformer is derivative, banal and quite often offensive to behold. *Rayman* more than looks the part... but we find it terribly boring. Buy it for a younger relative that you don't like very much.

**TOTAL SATURN****Score Sheet**

Publisher:	Warner
Players:	One or two
Price:	£39.99
S/H availability:	Circa £10
Game type:	Beat-'em-up

**GRAPHICS** 70**SOUND** 63**GAMEPLAY** 28**OVERALL** %**27****Score Sheet**

# Rise of the Robots 2

When *Rise of the Robots* was first announced, much was made of the rendered, light-sourced graphics. Remember – this was long before such things became today's mundane, run-of-the-mill standards. After lengthy delays it

finally came out and promptly slipped off the face of the Earth, due to being complete pigswill. Surely, for the sequel the programmers would make more of an effort with the actual game. Wishful thinking on our part. *Rise of the Robots 2* boasts loads of fighters but they're all

the same old boring, robots. Their moves still lack imagination, the robots themselves lack any sort of appeal. With a really good beat-'em-up you learn to identify with, and get a feel for a character. Dural, Ryu, Bison, Scorpion, are all



instantly recognisable but you'd be hard pushed to tell these guys apart. If *Rise 2* were the last game on the planet, you'd still be better off chopping your Saturn up into little rectangles and using the bits for dominoes!



*Shiny blokes, shiny blokes, are your insides full of spores?*



**T**he *Road Rash* concept wore out its milk teeth out on the 16-bit machines, broke in a new set on the 3DO... and here it is on the Saturn. The basic idea is that you control a biker in a race



highways. With this comes the added complication of other cars. The races are no-holds-barred affairs, where punching an opponent off his bike is an acceptable way of finishing ahead of him. Of course, your competitors are granted the ability to start motorised fracases as they see fit, so it comes as something of a relief that, if knocked off your bike you can run back and remount, ready to accelerate ahead once more. There's an energy bar to worry about...

# Road Rash

against various competitors over the public

but there's plenty enough to finish all but the toughest of courses.

From the same stable as *The Need For Speed*, *Road Rash* is a diversion... but nothing but. At some undefined future point where people look back upon the Saturn fondly as an antiquated icon of a golden era, there'll be – as there is now with old Spectrum games – those who discuss old classics. *Road Rash* will hardly get a mention. It looks and moves well, is admirably presented and could prove a worthy purchase. But be sure on this point – it's really nothing special.

**TOTAL SATURN**

## Score Sheet

	
Publisher:	EA
Players:	One
Price:	£39.99
S/H availability:	Circa £25
Game type:	Racing
<b>GRAPHICS</b>	<b>83</b>
<b>SOUND</b>	<b>79</b>
<b>GAMEPLAY</b>	<b>78</b>
<b>OVERALL</b>	<b>79</b>

## Score Sheet

# Robopit

**R**obopit is a highly unusual release. Imagine a weird Virtual On game, with weird graphics and tons of characters and you won't be too far off the mark. It's not really quite a beat-'em-up... and to be honest, it's hard to accurately place it in any gameplay category. Games



like *Robopit* are a breath of fresh air; a little unusual variety amidst the countless derivatives. Unfortunately, they just don't sell. No-one wants to know about them, let alone shell out £40 for them. It's unfortunate, but that's just the way things are.

In a marketplace dominated by big-ticket releases, there's not much of a place for a game like *Robopit*. But



'Fak Bust Em'? Is it an insult, a strange robot name or a Tunisian dish?

hell, we like it anyway...

If you don't have any friends likely to play you on its two player mode, knock at least ten percent off *Robopit*'s final score.

**TOTAL SATURN**

## Score Sheet

<b>ROBO PIT</b>	
Publisher:	THQ
Players:	One
Price:	£39.99
S/H availability:	Circa £25
Game type:	Um... robotic?
<b>GRAPHICS</b>	<b>78</b>
<b>SOUND</b>	<b>60</b>
<b>GAMEPLAY</b>	<b>76</b>
<b>OVERALL</b>	<b>77</b>

## Score Sheet

**TOTAL SATURN****Score Sheet**

Publisher:	Sega
Players:	One
Price:	£39.99
S/H availability:	Circa £20
Game type:	Shoot-'em-up

**GRAPHICS** **69****SOUND** **56****GAMEPLAY** **57****OVERALL** **56****Score Sheet**

# Robotica

Welcome, to Sega Stars, Welcome, whoever you are etc... REEVES: Hi, my name's Sonic Reeves. I'll be eating a cream cracker from the opposite end to my co-host - Virtua Mortimer - later. Blah blah blah...

[chuckles from audience]

MORTIMER: ...blah blah. Now



Erm... Swedish crispbread eating *Robotica* has a small barnacle for a pet and eats suede?

onto our first round. Liiiiit's a beauty!

REEVES: ...beauty, etc.

MORTIMER: Name a game that's really really good like *Doom* and has a robot in it. S'got to be a great one, mind.

[boxed copy of *Robotica* presses buzzer]

MORTIMER & REEVES: *Robotica!*

Ca! Ca! Ca! Ca! Ca!

[audience fall about laughing]

ROBOTICA [sheepishly]: Is it me?

REEVES: Wrong! It's Bergerac! Besides, you're just crap, you are.

[audience now suffer terrible laughter-related convulsions]

MORTIMER: Why, *Robotica*'s so crap, it's not



even the 'turd' best ever Saturn game with a robot in it!

[Silence. Wind blows through studio. A piece of tumbleweed blows forlornly across the view of the audience...]

REEVES [stares into camera]: Oi! Writer! NO! Stop ripping off gags in dodgy 'concept' reviews and get on with some real work!

THE END

**TOTAL SATURN****Score Sheet**

Publisher:	Sega
Players:	One or two
Price:	£39.99
S/H availability:	Circa £20
Game type:	Beat-'em-up

**GRAPHICS** **64****SOUND** **60****GAMEPLAY** **54****OVERALL** **55****Score Sheet**

# Street Fighter: The Movie



Despite having its roots most firmly embedded in 80s arcade culture, the *Street Fighter* series of games can still stand proud with today's new 32-bit releases. The success of *Alpha* on next gen formats is a testament to this. It makes you wonder then how Capcom allowed

this dismal effort to slip through the quality net. Essentially it's *Super Street Fighter 2 Turbo* with all the sprites replaced by digitised characters from the flop movie, and likewise the backdrops. Unfortunately it also manages to discard all the original's playability along with the graphics. Animation is laughable, making the fighters look like cardboard cut-outs and it's sooo slow. Those new to beat-'em-ups will be put off for life and *Street Fighter* purists will simply want to cry.

The one saving grace, if you can call it as much, is the delectable Kylie Minogue cropping up in various FMV



sequences from the movie. But then again, buying the video would be a heck of a lot cheaper than shelling out for this - a bad idea, poorly executed.



If you ask me she should be stuck to singing twee ballads...



## TOTAL SATURN

### Score Sheet



Publisher: IVC  
Players: One  
Price: £39.99  
S/H availability: Circa £30  
Game type: Shoot-'em-up

**GRAPHICS** 76

**SOUND** 54

**GAMEPLAY** 86

**OVERALL** 85 %

**Score Sheet**



It seems totally inconceivable that anyone could consider programming a game about fishing. Of all the subjects suitable for a console representation, surely the snaring of aquatic life is one of the least plausible? *Sea Bass Fishing*,



Recreates all the excitement of real fishing. (Sarcasm optional).

# Sea Bass Fishing

though rather obviously appealing to a niche market, is surprisingly good. When it first arrived in the TOTAL SATURN office, the cries of derision heard by passers-by would have made the World's Most Sarcastic Man blush.

These noises were replaced by silence as *FISHING* loaded, followed by a host of muttered curses. Then, after fifteen minutes or so, Newton Abbot's Union Street resounded with shouts of "...I got one! I actually got one!"

For many (including us) the appeal of such a game is limited to that of novelty value. This can be extended by getting

silly and imagining the fish to be people you know – eg '...heh heh heh! Caught you, Nick the Knife Fish. Now where's that Tina the Trout?' – but ultimately this isn't going to keep you going for long.

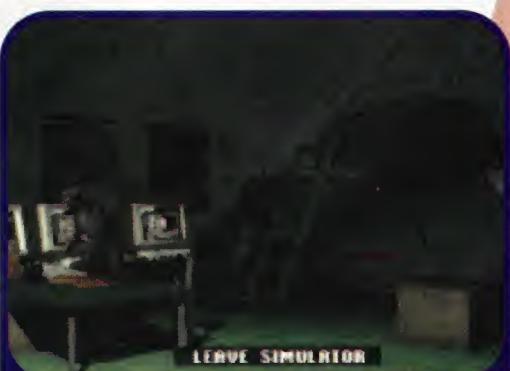
Look at the final rating we've given *Sea Bass Fishing* – which we've pitched to reflect its dominant position in an admittedly uncrowded genre – and knock as many points off as you like if you find the idea of a fishing game almost physically repugnant. If, on the other hand, you're unsure... well, give it a try. You might find that *Sea Bass Fishing* could viably enjoy pride of 'plaice' in your software collection.

# Shellshock

This Core tank game perhaps isn't one of their best releases, but it's not without a certain amount of charm. Its aesthetics are probably its most appealing aspect. For a start, the many game options are presented through a sequence of rendered 'base' screens. Wandering around at the beginning of a game, players can change various characteristics. You know the sort of thing. It's also

possible to mess around with the excellent soundtrack and chat with fellow teamsters, providing a healthy dose of plot action.

Get out into the open, and *Shellshock* becomes an ok tank game. Not a great one but hardly duff, it does pretty much all that's standard in its genre, with the odd extra popping up to please. The question of whether it's worthy of a purchase or not boils down to the simple question of whether such a strategic type shoot-'em-up appeals to you. If the answer's yes, *Shellshock*'s well worth a try.



It has to be said at least once in every mag – why do designers put captions on the dullest pics?



## TOTAL SATURN

### Score Sheet



PRESS START BUTTON TO BEGIN THE LAUNCHED BY NEON Gameworks, Ltd.

Publisher: Core  
Players: One  
Price: £39.99

S/H availability: Circa £25

Game type: Shoot-'em-up

**GRAPHICS** 78

**SOUND** 89

**GAMEPLAY** 75

**OVERALL** 91 %

**Score Sheet**



GO TO BASKETBALL COURT



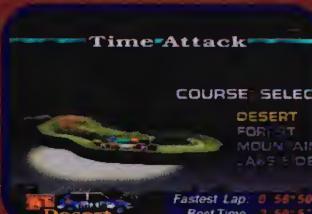
Slip on your crash helmet and prepare to take part in the most exciting motor sport there is. Forget Formula One. Get down and dirty, but don't forget your sick bag!



Driving through the mountains, driving by a tree, driving *Sega Rally* is the only life for me. Not bad for off the cuff, huh?



### Monster Tracks



#### Desert

It may be the beginner's track but it's still one of the most fun to race on. Quite short but there's always the challenge of setting a new record.



#### Forest

Longer than the desert – with some tricky bends and a pretty nasty hairpin. This one will really test your ability to handle the pressure when the going gets tough.



#### Mountain

Tight sweeping bends and a hairpin from hell. Then all of a sudden, there you are speeding through narrow village streets. A real challenge just to make a clean lap!



#### Lakeside

This very narrow course, littered with tight bends means brake control is a necessity. With so little room there's no margin for error. Only available after you've won the championship.

# Sega

**S**ega Rally is the greatest driving game of all time – fact! It's not often we'd make a sweeping statement like that. A great deal of any game's appeal is down to personal taste. *Sega Rally* however is the exception to the rule. In terms of graphics and sound it's streets ahead of anything else the Saturn, or any other machine for that matter, can offer. But even more impressive are the game mechanics. This was the first, and to date the only racer to truly capture the feel of driving a car. *Daytona* looked all nice and glossy but still played too much like an arcade game. *Ridge Racer* was good in a similar way but not what you could call a realistic driving experience. *Rally* has it all. The cars handle as realistically as you could hope for. Whereas, for example, in *Ridge Racer* one had to get used to the strange method

involved in power-sliding, *Sega Rally* comes totally intuitively. However true mastery of, and control in the slide only comes with hours of practice.

Just two cars and three tracks might sound a bit poxy, but don't you believe it. There's enough racing on those three tracks to satisfy any would-be Carlos Sainz (he's a dead famous and successful top rally driver, dummy, er... apparently... we think).

From the extensive options things can be tailored to your exact requirements. From full arcade mode against eleven other drivers, to time trials against a single computer driver. Practice enables you to go for those elusive lap records. The computer stores each run in memory so you can race against a 'ghost' of your own personal best. In longevity terms this adds up to one of the game's best features. There can be no



# Rally

greater challenge than trying to beat you own top times and with the accuracy of control available it comes down to shaving literally hundredths of a second off a lap.

Get a mate in and you can take advantage of the brilliant two player split screen mode. With all the hassle that goes along with link-ups it's a shame this technique isn't used more often. *Sega Rally* is a testament to what's possible with a little time and effort. Okay, so the graphics are cut down a little but not enough to really be noticeable and speed remains phenomenal. To make races fairer between drivers of differing abilities, it's possible to boost the following car so it goes faster if it gets too far behind. Alternatively (or as well, if you wish), one of the cars can be handicapped by giving the other a head start — this can be set manually for a more even match-up.

Getting good will give you even more goodies. If you win the

championship by coming first overall on all three courses and you get the bonus Lakeside track. If you place first there (and that's no mean feat), you get a new car for your troubles — the incredible Lancia Stratos. Then you can really rock and roll!

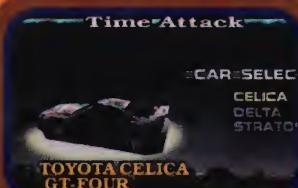
When Sega announced *Rally*'s release the world was dubious. *Daytona* was a tame and workman-like conversion at best. How would they convert something so obviously more complex? We shouldn't have worried. A closer conversion it's hard to imagine with every bend, jump and bone-jarring prang faithfully recreated.

Every now and then a genre reaches a new zenith. The point where people say 'you can't beat that!' We wouldn't be as naive as to say *Sega Rally* won't ever be surpassed. But it's likely to be a long, long time. The best driving game ever and the best Saturn title to date. You can't get much better recommendation than that. ●



From dirt tracks to winding mountain passes, the scope and skill of *Sega Rally*'s unbeatable.

## Dream Machines



### Toyota Celica

The one all the boy racers go for cos it looks well flash. Wins races and impresses chicks into the bargain.



### Lancia Delta

Doesn't have quite the visual appeal of the Celica but performance-wise there's not that much to choose between them.



### Lancia Stratos

Win on the Lakeside track (or put the cheat in) and you get to drive this baby. What can we say except, wow!?



## TOTAL SATURN

### Score Sheet



Publisher:	Sega
Players:	One or Two
Price:	£39.99
S/H availability:	circa £30
Game type:	Racing

**GRAPHICS** 97

**SOUND** 92

**GAMEPLAY** 97

**OVERALL** 96  
**Score Sheet**

**TOTAL SATURN****Score Sheet**

Publisher:	Sega
Players:	One
Price:	£39.99
S/H availability:	Circa £30
Game type:	Adventure/RPG

**GRAPHICS** **52****SOUND** **64****GAMEPLAY** **85**

**OVERALL** **84**

**Score Sheet**

# Shining Wisdom

**L**ike *The Story of Thor* – reviewed on page 54 – *Shining Wisdom* is a Legend of Zelda-style RPG. It looks terrible, but doesn't actually play too badly.

Disregarding the now obligatory awful plot, *Wisdom* casts you as a youngster about to become a



There's nowt to nod about in bizarre viewpoint land.

knight. Horrible renegades kidnap a princess... and the story unfolds. Viewed from a forced perspective (somewhere in between top-down and horizontal... hell, just look at the screenshots and see for yourself) you get to wander around, solve puzzles and marvel at how crap the scenery is. Part of *Shining Wisdom*'s appeal – and also that, incidentally, of *Story of Thor* 2 and *Zelda* – is the gradual increase of your character's abilities. These are essential in order to progress through later stages, but also allow access to areas previously closed to you. There isn't really the space to describe this in more detail here,



but it's an excellent idea that takes a few edges off *Wisdom*'s ultimately linear gameplay.

A criticism one could level at *Shining Wisdom* – other than the obvious visuals gripe – is that its dialogue is often cringeworthy. What's more, the very forced interaction between characters, where the plot is explained, can often be an arduous affair; there's far too much in the way of banal interchanges and, would you believe, nodding. Almost every vocal exchange is punctuated by badly-animated sprites nodding or shaking their heads. Quite why is beyond us. Regardless, RPG and adventure fans should certainly take a look at this... but consider buying *Tomb Raider* or even *Story of Thor* first.

# Sim City 2000

**F**irst there was Nothing. Then there was *Sim City*. The Gods stared down at their creations from holy bedrooms littered with Pants, Socks, Crisp Wrappers and Saw That It Was Good. And Lo, there were to be Millions of these would-be Deities, Grand High Mayors of the Simplistic City Representations they surveyed. The devils that are publishers Maxis did rub their

Demonic Hands with Glee. 'Why, the potential for Cash, Loot, Moolah and Readies exceeds our Wildest Dreams,' they exclaimed. 'Let us Create Another, so that we may Finance other such *Sim* titles that are Never As Good As The City Games And Don't Sell Very Well!'

Their programmers granted their request, and set about creating such a sequel. Its name? *Sim City 2000*. It really is an admirable progression. Better than its predecessor in so many ways, it was smothered with



accolades when first released on the PC. This Saturn conversion suffers in that, without a mouse, it's not the easiest game to control, but it's pretty much all there. As Saturn strategy games go, it's probably the most worthy purchase a fan of the genre could make. Just don't expect it to be too fast moving... and don't forget that a memory card is pretty much essential if you want to save your new cities, too.

**TOTAL SATURN****Score Sheet**

Publisher:	Maxis
Players:	One
Price:	£39.99
S/H availability:	Circa £25

**GRAPHICS** **78****SOUND** **40****GAMEPLAY** **92**

**OVERALL** **90**

**Score Sheet**



# Shockwave Assault

We think it's time for a story. Are you all sitting nice and comfortably? Then we'll begin.

Once upon a time there was a happy land. Children and adults



Oh dear. Oh dear, oh dear. What a sad state of a game it looks, too.

alike played with machines called Super Nintendo, Mega Drive and Amiga. They were happy in their 16-bit bliss... until the big bad Atari and 3DO companies came looming over the horizon. 'Look at our machine,' squeaked the 3DO spokesperson. 'It has 32 bits — twice as much as your machines. Cheap at £500, you know!'

Atari cut in with a swift retort. 'Our machine has 64 bits, you know,' they said, loftily. 'We don't concern ourselves with such small numbers as 32.'

'Yeah, but you've got no games for your "toy", have you,' said the 3DO rep, nastily. 'We've got



Electronic Arts to make games for our console.'

'What, you mean crap like *Shockwave Assault*, an arduous shoot-'em-up with loads of useless FMV?', said the bitter Atari man. 'I think EA saw you coming, mate. Heh heh heh...'

Just then, a fellow representing Sega strolled over the hill. 'Hey hey, hey, guys and gals,' he said enthusiastically. 'We've got this new machine called the Mega CD!' Then everyone laughed.

**TOTAL SATURN**

**Score Sheet**



Publisher:	EA
Players:	One
Price:	£39.99
S/H availability:	Circa £45
Game type:	Shoot-'em-up

**GRAPHICS** **78**

**SOUND** **65**

**GAMEPLAY** **56**

**OVERALL** **57**

**Score Sheet**

**TOTAL SATURN**

**Score Sheet**



Publisher:	Playmates
Players:	One
Price:	£39.99
S/H availability:	Circa £20
Game type:	Platform

**GRAPHICS** **74**

**SOUND** **78**

**GAMEPLAY** **50**

**OVERALL** **54**

**Score Sheet**

# Skeleton Warriors

Imagine being extremely bored. Got that? You're now a fair way towards imagining what it's like to sit down and play *Skeleton Warriors*. Walking horizontally, you get to shoot skeletons. Or,

alternatively, you can hit them. Regardless, your blow of whatever description results in them falling to pieces. You then have to collect the glowing orb that they drop before, horror of horrors, they can re-form again.

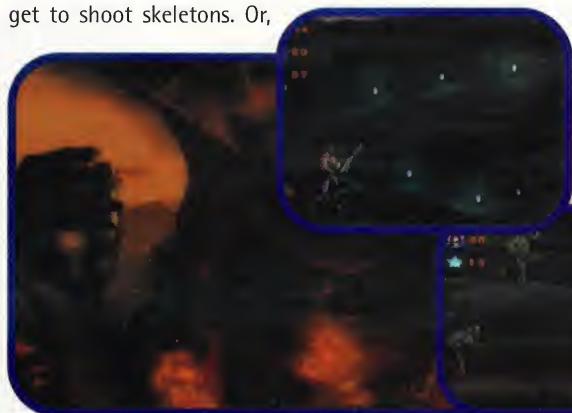
Occasionally, you get to ride a 'fast' moving platform. Whee and,



Yes, it's a dull shot. Silk purse from a sow's ear, mate.

indeed, whoopee. If you're especially good at *Skeleton Warriors*, you get to play its occasional into-the-screen shoot-'em-up levels. These are undoubtedly the best example of gameplay on the Saturn we've ever... no, only joking. They're astoundingly boring too.

Want a summary? Dull, dull, dull. Buy something else.



# Street Racer

**N**intendo's *Mario Kart* has a lot to answer for. Released around four or five years ago, it

shifted the metaphorical goalposts for cartoon racers by a mile. Part of its appeal were its cool, fast and cute graphics.



More Cutesy-Carts than *Mario Kart* but still cool fun all the same.

Yet another feather in its cap was the collection of weapons and power ups to use in order to knock opponents into next week. However, what really made it so special was its two player mode. Using a split screen, players could either



partake in a traditional style race, a one-on-one blast around a circuit or *Mario Kart*'s unique Battle Mode. In this, an arena was the setting for a racing fight, with projectiles flying everywhere.

Ubi Soft's recently-released *Street Racer* is the closest game to *Mario Kart* for playability we at TOTAL SATURN have seen. What's more, up to six players can join in for a race at the same time. Consecutive play often makes for much better games – *Street Racer* certainly benefits from the inclusion of this option. It looks great, moves fast and even offers a fair number of tracks. But better than *Mario Kart*? Lamentably, no. Still, it's the nearest you'll get for the Saturn so far... ●

**TOTAL SATURN**

## Score Sheet



Publisher:	Ubi Soft
Players:	Multiple
Price:	£39.99
S/H availability:	Circa £30
Game type:	Racing

**GRAPHICS** **89**

**SOUND** **80**

**GAMEPLAY** **88**

**OVERALL** **87**

**Score Sheet**

**TOTAL SATURN**

## Score Sheet



Publisher:	EA
Players:	One
Price:	£39.99
S/H availability:	Circa £30
Game type:	Strategy

**GRAPHICS** **84**

**SOUND** **90**

**GAMEPLAY** **90**

**OVERALL** **90**

**Score Sheet**

# Space Hulk

**A**Doom-style game environment may not seem ideal for a strategic blaster, but that's exactly what EA have used with *Space Hulk*. Based on the boardgames and general Games Workshop paraphernalia, it's an exceedingly atmospheric game. Players begin as a trooper in a weird futuristic Space Marine team. Almost more of a religious order than an army, the Marines are at war with the Gene Stealers,

incredible alien creatures that vary from chameleon-like human imitators to clawed death-dealing monstrosities. Based aboard a derelict space craft, the Gene Stealers pose a huge threat to Earth and its inhabitants.

Initially you are given orders and have to move around *Space Hulk*'s 3D play area completing these. Progress a little further and you soon get given a command of your own, with other Marines to lead. This is where *Space Hulk* becomes complex, engrossing and very tactical indeed.

Fans of arcade action won't be totally bowled over by the relatively slow pace of *Space Hulk*, but those

who like to think about their play will love it. It's perhaps a little easy to complete the main scenario, but there are a number of other missions to choose from afterwards. *Hulk* is so unique, it would be cruel to dismiss it simply because it's a challenge that lasts weeks – and you can always trade it in afterwards. Give it a try. ●



Mission Three sees you questing for the holy crown topper...

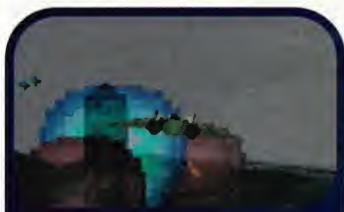


# Starfighter 3000

**P**rogrammed by those *Magic Carpet* converters, Krysalis, some of the various graphical effects in *Starfighter 3000* are instantly recognisable. However, when it comes to gameplay the two games couldn't be more different. *Starfighter* puts

you in charge of a spacecraft with a number of powerful weapons. In this craft you are expected to complete various missions. These can range from protecting a ship from attack over a planet surface, to huge Star Wars-style battles in outer space.

*Starfighter 3000* isn't the fastest moving 3D game out, but its pace increases during some of the frantic crossfires of the later levels. Part of its appeal is that, when you consider its lack of rival, 'similar' software, it's really quite unique. It also has a huge amount



Just think 'Lego' and 'I am 12' and it looks much better.

of levels. Most games of this ilk tend to let themselves down in this respect... but not *Starfighter*. While it's frustrating at times, lacking real speed and at times not so good to look at, there's still something indefinitely good about it.

Most of us have grown up with a steady diet of sci-fi combat. Isn't a game that provides an outlet for our spaceship-shooting instincts worthy of a fine recommendation? Why, we think it is... ■

**TOTAL SATURN**

**Score Sheet**



Publisher:	Telstar
Players:	One
Price:	£39.99
S/H availability:	Circa £25
Game type:	Shoot-'em-up

**GRAPHICS** **78**

**SOUND** **68**

**GAMEPLAY** **86**

**OVERALL** **84**



**Score Sheet**

# Street Fighter Alpha

**T**here are fighting games, and then there are the *Street Fighter* games. Regarded as the best by their legion of fans, criticised by *Mortal Kombat* die-hards and looked down upon by *Virtua Fighter* and *Tekken* owners, many say Capcom's beat-'em-up veteran is past its prime. While there's no doubt that a change would be a fine thing, it has to be said that the *Street Fighter* games are, always



have been and always will be, classics. No other such beat-'em-ups have such a fine delicately-balanced selection of characters. With *Tekken*, *Mortal Kombat* and *Virtua Fighter*, there are some characters that are significantly better than others. Not so with *Street Fighter Alpha*.



Mr Big Chin vs. Lady Miss Fancy Pants — who will triumph?



Each character is perfectly capable of beating another, with the huge array of special moves and the original Alpha Counters adding a great deal to proceedings.

Now superseded by its far superior sequel, *Street Fighter Alpha* isn't quite the essential purchase it once was. Still, its second-hand price will come down as a result — with a number of people trading it in for *Alpha 2* — so it's perfectly plausible that you could pick up a copy for as little as twenty quid. If you're unsure of the *Street Fighter* games, such a purchase would be a very good step for you on the path to your beat-'em-up re-education... ■

**TOTAL SATURN**

**Score Sheet**



Publisher:	Virgin
Players:	One
Price:	£39.99
S/H availability:	Circa £20
Game type:	Beat-'em-up

**GRAPHICS** **87**

**SOUND** **74**

**GAMEPLAY** **91**

**OVERALL** **89**

**Score Sheet**

# Story of Thor 2

**Playable RPG in  
'available for  
Saturn' shocker!**

**Read on...**

There have been a number of adventure and RPG games released over the years. Trouble is, very few of them reach British shores. They can be huge hits in Japan, phenomenal successes in the good ol' US of A... but, when faced by the prospect of a UK or general European release, most software publishers get cold feet. Surely there's a huge market here? We at TOTAL SATURN get a huge amount of mail each month asking for lists of available RPGs and the like. One of our current favourites – and a game we heartily recommend to all – is Sega's excellent *Story of Thor 2*. However, the reason we like it so much is quite unusual – it's because it's so similar to an old Super Nintendo game, *Legend of Zelda*.

Both of the games spurn the traditional and rather flawed roll of the dice combat systems in

favour of real-time arcade combat. They see the main character grow in stature as they progress, extra abilities are gained through the completion of various areas and they're both not entirely linear – there's more to do than merely follow the basic plot. *Story of Thor 2* could in fact almost be programmed by the same team it's so similar... but, believe us, this is certainly no bad thing.

Taking the part of a young hero, dungeons and dangerous creatures await on various missions and wanderings. With a quick mind for puzzles, a fast joypad hand for combat and an inquisitive mind geared towards finding new gear, you can progress rapidly through Thor's many sections. However, those thinking it's easy should think again – there's a huge amount to it. For example, fighting is not just a simple matter of swinging your sword. Like any beat-'em-up there are combinations of moves you can use, with these being dependant on your current weapon. This makes killing the nasties that regenerate once you leave a room more of a challenge

than a chore – it's not that you do it, but how you do it. When you consider that each kill adds to your experience and, ultimately, your abilities, getting in the odd scrap is not just fun... it's also good for you, too folks!

*Thor's* puzzles vary from simple switch manipulation to far more complex tasks. In order to help you in



Given the top-down perspective, you'd be forgiven for thinking this was a lion.



All brawn and no brains, Thor likes to ponder tasks like walking safely downstairs...



Combat that custard man! No lumpy dessert accompaniment is going to beat mighty Thor!



Above: Mighty Thor waxes lyrical on his past exploits in a longwinded way.

**TOTAL SATURN**

## Score Sheet

<i>The Story of Thor 2</i>	
Publisher	Acclaim
Players	Two
Price	£44.99
S/H availability	circa £30
Game type	Shoot-'em-up
<b>GRAPHICS</b>	<b>86</b>
<b>SOUND</b>	<b>85</b>
<b>GAMEPLAY</b>	<b>93</b>
<b>OVERALL</b>	<b>93</b>

**Score Sheet**



# Street Fighter Alpha 2



**Yet another  
Street Fighter  
game... but a  
good one, mind.**

**S**treet Fighter Alpha 2 – the current in a long line of Capcom Street Fighter games – introduces new characters as well as some old favourites, such as Zangief, the hairy Russian, plus new backgrounds; fancy a tussle in the long grass? There are new and excellent combo moves, with three to five hit combos notching up maximum damage and point scoring. The new kids on the block are Gen, a Drunken Master lookalike (looks like an old tramp but don't tell him or you're dead), Sakura, the cute Manga school girl and then there's Akuma. He's got flame red hair, a tatty kung-fu suit and big muscles, all of which have given him pretty acute



aggression syndrome.

You must all know the game scenario: fight your way around the world, beating various enemies and rivals to become the triumphant-super-agro champion of the planet. Or, alternatively, don't. Arguably the meanest punch the Street Fighter games can throw is the one with 'Two Players' tattooed onto the delivering knuckles. Enjoyable to extremes as a solo game, Street Fighter Alpha 2 is incredible as a two-player game, especially when the human combatants are experienced players. With the huge amount of moves it can offer, Alpha 2 was surely designed to peak when played with two. Its balance, the levels of damage each character inflicts upon another, is rivalled by no other

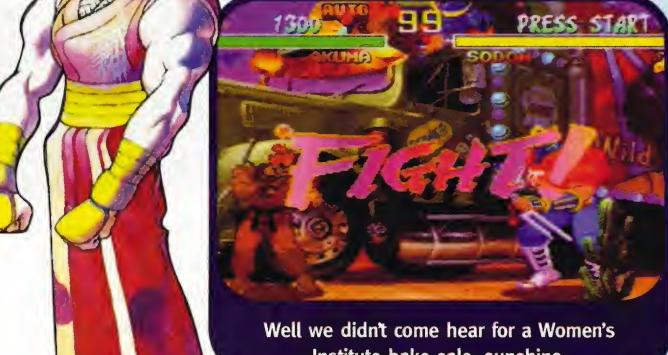


game. In this it's far better than any of the 3D beat-'em-ups you care to mention, with fighters being able to counter anything thrown at them.

The question that has to be asked is, given the amazing progression in beat-em-ups, what does a two-dimensional old school fighter still have to offer? Well, it all boils down to a matter of taste and style: do you prefer old school cartoon fun thumping, or slick 3D like Virtua Fighter 2? When it comes to giving your chums a roughing up, it's got to be the gameplay that wins the day... and that's something Alpha 2 has buckets of...



The latest in Japanese anti-truancy squads can show even the minxiest schoolgirl where to go.



Well we didn't come here for a Women's Institute bake sale, sunshine.

Behold the track suit trousers of wroth!



**TOTAL SATURN**

**Score Sheet**



Publisher:	Virgin/Capcom
Players:	Two
Price:	£44.99
S/H availability:	circa £35
Game type:	Beat-'em-up

**GRAPHICS** **89**

**SOUND** **83**

**GAMEPLAY** **94**

**OVERALL** **93**

**Score Sheet**





## TOTAL SATURN

## Score Sheet



Publisher: Acclaim  
Players: One or two  
Price: £39.99  
S/H availability: Circa £20  
Game type: Strategy

**GRAPHICS** 76

**SOUND** 60

**GAMEPLAY** 61

**OVERALL** %

**62**

## Score Sheet

# Striker '96



View from incoming missile launched from the TOTAL SATURN office shortly after playing this...

**J**ust before Euro '96, Acclaim released *Striker '96* with a surprisingly small amount of fuss. It's not hard to see why. While it's a soccer game – and football sells, as you well know – it's not a particularly good one. All current Saturn kickarounds are decidedly lacking in some respect, but *Striker*

'96 is far behind even these. Its passing system is astonishingly basic, its graphics dull, the computer teams predictable... really, there are far, far better representations of the game Bill Shankley described as 'more important than life.'

Like the forthcoming *FIFA '97*, *Striker* has one feature that gives it novelty value – the inclusion

of an indoor five-a-side game. However, this owes more to pinball than football. Its speed is prodigious – you find yourself racing around after an ever accelerating ball in a manner that bears little if any relation to Newcastle against

Liverpool... although a Wimbledon against Cambridge match would probably be played like this. The traditional outdoor football section isn't much better – again, the dodgy passing system limits what you can do.

Here's hoping someone at Acclaim doesn't spend too much time looking at a calendar and getting any funny ideas about *Striker '98*...



# Tempest 2000

## TOTAL SATURN

## Score Sheet



Publisher: Interplay  
Players: One or two  
Price: £39.99  
S/H availability: Circa £30  
Game type: Retro Arcade

**GRAPHICS** 54

**SOUND** 79

**GAMEPLAY** 70

**OVERALL** %

**70**

## Score Sheet



However, when Atari launched their ill-fated Jaguar console, one of the biggest games available for it was, would you believe, *Tempest 2000*. An update with extra weaponry, better graphics and all the psychedelia and dance tracks you could dread or hope for, it met with equal amounts of love and bitter loathing. Some reviewers and buyers thought it the best thing since... well, since the last big retro snobby 'thang'.

It's a triangle, it's a rectangle, it's a horn shaped thing, it's a pile of... However, the rest of us

thought it was absolutely awful, a travesty of release indicative of Atari's naive marketing approach.

As a Saturn game? Well, it ain't up to much, to tell you the truth. But then, we at TOTAL SATURN never really liked it. Other people in the office insist that we're a miserable bunch of swines for wanting to give it a low rating... so, for a compromise, our final marks are somewhere inbetween those of both factions. But really... this is one you definitely should try before you buy!



**w**ell, here's a controversial one. Here at the Rapide offices we're split as far as opinions on this game go. *Tempest* is a very old arcade machine – we reckon it was first released during the mid seventies. Apart from old public domain games on the Amiga and PC, it never really received an official release as a home game.



It's a triangle, it's a rectangle, it's a horn shaped thing, it's a pile of...



# The Horde

**B**MG's mixture of the slash-'em-up and God game genres is a curious fusion of gamestyles. It's not a particularly bad effort at creating something new. But then, who cares about such things? Who needs God games when they can play a deity in real life? Hold a kettle full of boiling water over a ant nest. Isn't

that what true power is all about? Heh heh heh. Now try waving your tin opener at your cat. Mesmerise it with an unopened can of Whiskas, then leave both right next to its bowl...

That's the great thing about playing God... and I should know. I'm the wizard of Oz. I hereby declare this magazine a pigeon. Whoo! You're not reading this bit, as your copy of TOTAL SATURN has just flown off! Ha ha haa! Great! Now I'm taking it over to your house... taking a dump on your cat... on your bedroom window... on your car. Now

I'm turning it into a piece of cheese but, get this, it's laced with laxatives! That'll teach those mice...

However, while different, *The Horde* isn't without its fair share of flaws. For a start, it tends to be a little repetitive – in both visual and gameplay terms. There are other problems, but you'd have to try it yourself to pick up on them. Worth a look if you're a big time strategy buff...



Not as dishy as Mr Darcy but nonetheless, a fine historical figure of a man.



**T**heme Park has to have appeared on virtually every console and computer format under the sun. One of Bullfrog's strategy titles – arguably their strongest games – *Park* takes the God game genre and injects a little variety. You start with a little bit of money and the opportunity to get a plot of land in gloomy England for free. From here you can build an empire... though, at first, you'll be hard pushed to establish a bouncy castle with an orderly queue of spend-crazy punters.

Bullfrog's innovative sim mixes stock and financial management with the fun of establishing your own Alton Towers or Disneyworld. However, the two aspects of *Theme Park* have strong links between them. To create new rides you need to spend big money on research...



# Theme Park

which proves troublesome if you're trying to balance the budget of your fledgling park. The urge to throw massive amounts of into the creation of a wonderland is invariably irresistible. This tends to leave you with a huge overdraft and a desperate struggle to stay afloat.

Still, it's all good, clean fun. *Theme Park*'s three skill levels help to make it accessible to all – its lowest levels all but

remove the resources and cash management elements. Roller coaster your way to a software shop and take a look at this not too scary ride for yourself...



Welcome to U-Shaped Tarmac World, souvenir bitumen lollies are available at the gate...

**TOTAL SATURN**

**Score Sheet**



Publisher: BMG  
Players: One  
Price: £39.99  
S/H availability: Circa £25  
Game type: Strategy/Arcade

**GRAPHICS** 54

**SOUND** 79

**GAMEPLAY** 70

**OVERALL** %

**70**

**Score Sheet**

**TOTAL SATURN**

**Score Sheet**



Publisher: EA/Bullfrog  
Players: One  
Price: £39.99  
S/H availability: Circa £25  
Game type: Strategy

**GRAPHICS** 80

**SOUND** 73

**GAMEPLAY** 91

**OVERALL** %

**88**

**Score Sheet**



## TOTAL SATURN

## Score Sheet



Publisher: EA  
Players: One or two  
Price: £39.99  
S/H availability: Circa £25  
Game type: Shoot-'em-up

**GRAPHICS** 89

**SOUND** 83

**GAMEPLAY** 91

**OVERALL** %

**90**

## Score Sheet



You can have the best piece of hardware in the world, but if you ain't got the games, you ain't gonna sell it. *Need for Speed* first appeared in 3DO (remember that), and stunning it was. Long



"... and he's coming up on the bend, right behind Sega rally but he can't get past!"

# The Need for Speed

before the explosion of next generation gaming we had fast, smooth texture-mapped graphics on a home machine. Unfortunately there was nothing much else besides and the machine duly slipped away

to the dark place where lurk the ghosts of the Sinclair QL, the Dragon 32, Jaguar and more such silly ideas.

EA resurrected *Need for Speed* on the PC and PlayStation but it has to be said, the Saturn conversion beats 'em both. It seems somehow both slicker and far smoother.

There's a great selection



of cars and loads of tracks to burn rubber on. Be it speedway circuits or open road courses complete with nasty traffic cops, there's something here to satisfy the *Need for Speed* in anyone's make-up. It's not quite *Sega Rally* but in its own way it's a different kind of game and certainly worthy of a place in your collection. ●

# Titan Wars

**T**itan Wars is a very linear 'into the screen' shoot-'em-up, punctuated with dire FMV sequences, doubtlessly added to give proceedings a little spice. The video sequences really are that bad – you'd expect a better standard of acting from an cow. Still, you can't deny that Crystal Dynamics made an effort. *Titan Wars* is a very polished piece of

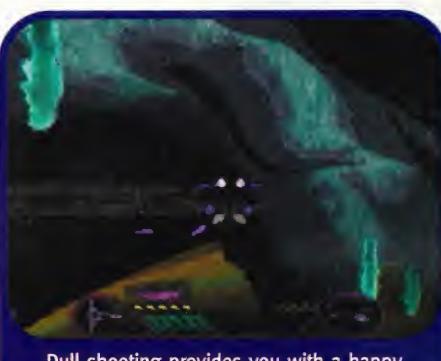
software... but that's not to say that it's in any way exceptional. In fact, far from it.

One problem it suffers from – and this is surely an age-old moan of reviewers everywhere – is that, should you die way into a level, it sends you right back to the start. This is the kind of thing that people just shouldn't

have to suffer. There's little more arduous task than having to go over the same old ground time and time again. Perhaps it wouldn't be so bad if *Titan Wars* had a little more to it. As it is, there's a little too much in the way of shooting simple targets, avoiding walls and

cringing at the junk your fellow fighter pilots talk. If ham-acting were a crime, they'd doubtlessly bring back the birch for the perpetrators of the sorry utterings that spool from the Saturn CD with *Titan Wars* in its drive.

Ok, so it's not a terrible game, but *Titan Wars* really isn't anything special at all. ●



Dull shooting provides you with a happy respite from the 'chocks away' banter.

## TOTAL SATURN

## Score Sheet



Publisher: Crystal Dynamics  
Players: One  
Price: £39.99  
S/H availability: Circa £20  
Game type: Driving

**GRAPHICS** 78

**SOUND** 64

**GAMEPLAY** 68

**OVERALL** %

**67**

## Score Sheet

## TOTAL SATURN

### Score Sheet

	<b>LOSE</b>
Publisher:	Sega/Takara
Players:	One or two
Price:	£39.99
S/H availability:	Circa £25
Game type:	Beat-'em-up
<b>GRAPHICS</b>	<b>88</b>
<b>SOUND</b>	<b>88</b>
<b>GAMEPLAY</b>	<b>88</b>
<b>OVERALL</b>	<b>91</b>
<b>Score Sheet</b>	

# Toshinden Remix

**T**oshinden wowed everybody with its stunning graphics on the PlayStation but soon found itself ousted by the superior playability of Tekken. A Saturn conversion followed but it's suffered a similar fate at the



All stance and girly pants — *Toshinden* falls down in the fisticuffs department.

hands of both *Virtua Fighter 2* and *Fighting Vipers*. The problem is that *Toshinden* was always more of a graphical demonstration than a game. For a beat-'em-up to work, it has to be fluid and intuitive but half the time *Toshinden* leaves you feeling somewhat superfluous to the action.

There are still odd people around who swear by it, but you kinda get the impression they're the sort who say things just to be different. Like wearing Bros T-shirts now that nobody likes them.



If it's a beat-'em-up you're after, the two games we mentioned earlier are a far better bet. Failing that, *Street Fighter Alpha* is excellent and, hell, even *Ultimate Mortal Kombat*'s got more going for it than the superb-looking but dribbly-playing *Toshinden Remix*.



# True Pinball



Some of the tables even feature pictures of... nearly nude ladies! Cor!

Ocean's four-table flipper flipping title look? Well, it's all down to your individual perspective. If you spend a lot on some of the newer, flashier tables, then you'll probably go a bundle over it. It's certainly better than Sega's awful *Digital Pinball* — not featured in this A to Z issue, simply because we couldn't find a copy anywhere — and its ball

mechanics are really fairly accurate. It's perhaps a shame that there aren't a few more tables... but then, we're just being greedy.

**S**ome might argue — and perhaps be justified in doing so — that pinball is a fairly weak idea for a game. The best thing about playing pinball in a pub or arcade is that it doesn't cost much. Unless you're a massive fan, it's unlikely that you'll ever put more than a few quid in any one machine. So how does that make

elsewhere. Attaining high scores doesn't hold the same attraction for everyone — and if it's not your idea of a good time, *True Pinball*'s a game best avoided.



## TOTAL SATURN

### Score Sheet

	<b>82</b>
Publisher:	Ocean
Players:	Multiple
Price:	£39.99
S/H availability:	Circa £25
Game type:	Pinball
<b>GRAPHICS</b>	<b>79</b>
<b>SOUND</b>	<b>64</b>
<b>GAMEPLAY</b>	<b>83</b>
<b>OVERALL</b>	<b>82</b>
<b>Score Sheet</b>	

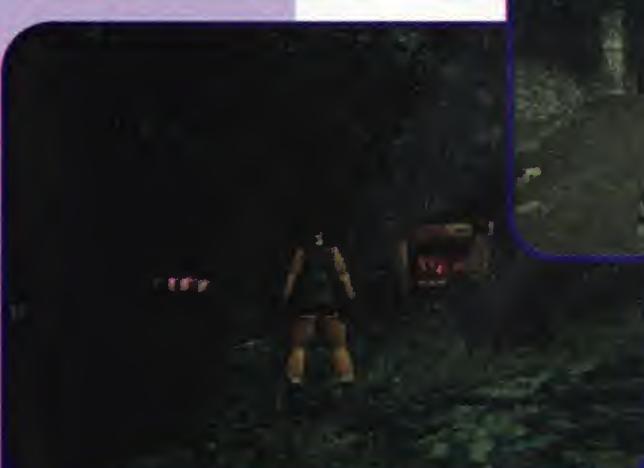
The finest adventure out for Saturn and arguably the best on all formats — just what makes *Tomb Raider* think it's so special?



**T**here are, if the truth be known, few things in life that actually provoke a genuinely impressed reaction. Trees can stand photosynthesising, individuals with



Lara! Hey! This is no time for a nap, you donkey!



Moving the excavator tool — the red object in the entrance — takes a lot of wandering around. No wonder Lara keeps herself in shape!



kebab... yet these things are taken for granted. Outside the TOTAL SATURN office window there are worldly wonders too numerous to mention, but we couldn't care less — we're too busy playing *Tomb Raider*. If we were required to make a comparison between it and a real-life feat of natural (or indeed man-made) genius, we would be mentioning the pyramids of Egypt, the usage of a rocket to fly to the moon or the fact that kebab shops can repeatedly sell, to what are clearly otherwise intelligent and observant people, the same crap week in, week out. It really is that good.

Perhaps a little plot regurgitation is required, just to set the scene. *Tomb Raider* is based around the exploits of one Lara Croft. An English lady brought up to be a true blue aristocrat — she was the sole survivor of a plane crash while returning from a skiing trip. In the two weeks it took her to rediscover civilisation, she decided that she found her life in England stifling, and decided to explore various areas of the great big wide world.

Disowned by

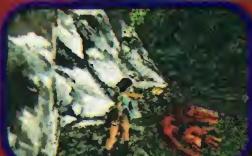
### Into the valley...



Peering into the valley, all seems quiet and tranquil. After a leisurely climb downwards, things hot up when...



...a vicious Raptor suddenly stomps towards Lara. Eek! A quick tap of the C button draws her handy pistols...



...and the Raptor's little more than dogmeat. Ha! Dinosaurs are crap. Lara could probably beat one with both arms behind...



her back. Why, they're totally... um. Oops. Hello Mr T-Rex. Look, I was only kidding in the last caption. Honest!



Look (oof) I can understand (ouch) you being a little (argh!) upset, but I was (eek!) joking! Argh!

# Tomb Raider



her family, she turned to writing to fund her various expeditions. So there we have it. Stories such as these are of two-a-penny but, somehow, *Tomb Raider's* plot has its own inimitable charm and, as the game progresses, you find yourself warming to the rather larger-than-life Lara. This is largely because – hold onto your hats, folks; I'm finally going to write something about the actual gameplay – she's so damn realistic. She grunts with the effort of pulling herself up onto platforms,

sharp intakes of breath punctuate the exertion of pulling pieces of scenery, while the veritable wealth of moves which your joypad offers

allows you control rarely, if ever, found in the still relatively backward world of home gaming. Should you mis-time a jump or simply walk off a high platform, should the fall be large enough, she screams... and somehow, you feel like a total jerk for letting her down in such a manner.

The genius of *Tomb Raider* isn't restricted to the aesthetic – although granted, it's a huge part of its appeal. No, the icing on the cake is that underneath its beautiful facade, *Raider* is still an enormously engrossing and very involved adventure. Most games aspiring to this level are ultimately shallow – you don't expect any big surprises from them, nor are they provided. Not so with *Tomb Raider*. The shocks, tumbles, thrills and spills last right until the end. Extras such as the T-Rex and the truly



So Gorillas in the Mist is not your favourite film then, Lara? Hey, I was only asking – don't wave those pistols at me!

awe-inspiring Abortion alien of the last level, really have to be seen to be believed.

*Tomb Raider* is, put plainly, a must buy. Rated at 97% in TOTAL SATURN Issue 2, it's still definitely worth that mark even though we've completed it since then. If you don't own this, you're missing out on a peerless part of gaming history. Buy it.



Time for a refreshing dip – some of the most impressive actions which Lara is capable of are her realistic swimming and diving moves.



King of the Jungle, or what? Mighty Kong snaps our heroine's spine!

**TOTAL SATURN**

**Score Sheet**

Publisher:	Sega/Core
Players:	One
Price:	£45.00
S/H availability:	Circa £35
Game type:	Adventure
GRAPHICS	<b>98</b>
SOUND	<b>89</b>
GAMEPLAY	<b>96</b>
OVERALL	<b>97</b>

**Score Sheet**



Review

## TOTAL SATURN

## Score Sheet



Publisher: Ocean  
Players: One  
Price: £44.99  
S/H availability: circa £35  
Game type: Arcade Adventure

GRAPHICS **89**SOUND **91**GAMEPLAY **90**OVERALL **90** %

Score Sheet

# Tunnel B1

**A**lthough not quite as involved as Core's somewhat similar *Blam!* *Machinehead*, *Tunnel B1* is a fine shoot-'em-up cum



If you want to be a tunnel, be one. Top office joke.

strategy hybrid. Linear and level based, its mixture of shooting and puzzle solving – with the latter limited to finding and using objects – it's an old-fashioned concept married to superb 32-bit graphics. It would be nice if there were to be a little more to it, though. What it does offer is very good, but it's possible to get tired of it after a few levels... but a save game option means you'll not have to play through earlier levels.

With an excellent orchestral style sound-track, some wonderful visuals and compulsive – if repetitive – game-play, *Tunnel B1*'s arguably worth all the hype Ocean

have stirred up for it. It's fun, it's fast and it's not 'alf bad.



# Victory Boxing

**V**ictory Boxing is the only boxing game available for the Saturn. That it's the best we've played on any format is but a bonus. After choosing a boxer and tailoring them up accordingly – with a huge amount of options including hair colour and size – you can begin to climb the boxing world rankings from a lowly 30th position. Along the way your personal coach pops up from time to time, teaching you special punch combinations. These can then be used in the ring.

*Victory Boxing* is surprisingly easy to control. Left and right rotate your fighter around his

opponent, while up and down move him – or her – forward or backward at a rate determined by the nature of the button press. Not surprisingly, there are a number of punches. These include special button sequence activated combos and special hits that players can



One step nearer my sherbet straws and you're a gonner...



create in the heat of the moment. However, wading in with fists flying is an assured form of boxing suicide. While its many moves can be devastating when unleashed on an opponent, they're not much use if your boxer's tired. Throwing punches drains energy, as does receiving hits. Knowing when to attack, when to back to back off... like in real life, these are bare bones of the metaphorical winning body. But enough of poor analogies. *Victory Boxing* is an excellent one-player game that's even better with two. Pugilists should add this to their shopping list with a speed rivalled only by the disappearance of Frank Bruno's bluster when confronted by Mike Tyson in a Las Vegas ring. Buy it.

## TOTAL SATURN

## Score Sheet



Publisher: IVC  
Players: One or two  
Price: £49.99  
S/H availability: circa £25  
Game type: Boxing sim

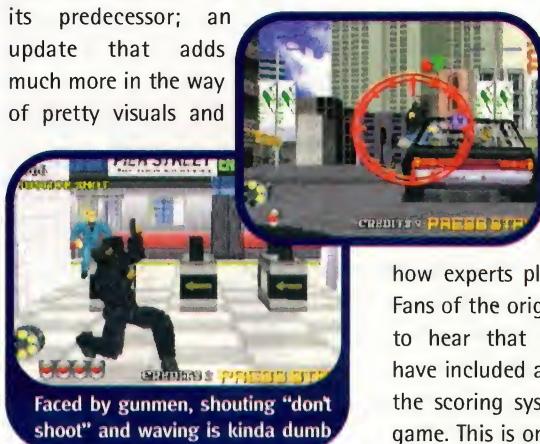
GRAPHICS **89**SOUND **84**GAMEPLAY **90**OVERALL **90** %

Score Sheet



# Virtua Cop 2

**B**efore readers start writing in to make complaints about the omission of the original *Virtua Cop*, we'd like to point out there's a perfectly good reason for this. Both games are so similar, we thought it stupid to include both. *Virtua Cop 2* is little more than an improved version of its predecessor; an update that adds much more in the way of pretty visuals and



Faced by gunmen, shouting "don't shoot" and waving is kinda dumb

interesting extras. If you've got a light gun – or should you buy the package with both gun and game – *Virtua Cop 2* is superb. With a host of nasties to shoot, it's pure, uncomplicated fun. It only really becomes tricky should you wish it to be. Played for points, VC2 is very, very difficult indeed. Shooting assailants by their weapon arm

gains maximum points, while a number of other possibilities limit or increase your number-attaining capabilities accordingly. This is how experts play the *Cop* games. Fans of the original will be pleased to hear that programmers AM2 have included an option to choose the scoring system from the first game. This is one of *Virtua Cop 2*'s

many customisable aspects...

Played with a pad, VC2 isn't a brilliant game. Get a gun plugged and loaded though, and you're guaranteed enjoyable hours of wanton slaughter. Get two and you're cooking with gas. It won't appeal to everyone... but what does? Those wondering about the original *Virtua Cop* game should consider the above, but imagine it delivered with a little less enthusiasm. It's good, but not the game its sequel is... well, you know what we mean.



**TOTAL SATURN**

**Score Sheet**



Publisher: **Sega**

Players: **One or two**

Price: **£44.99 w/o gun**

S/H availability: **circa £35**

Game type: **Shoot-'em-up**

**GRAPHICS** **92**

**SOUND** **87**

**GAMEPLAY** **90**

**OVERALL** **90**

**90**

**Score Sheet**

# Virtua Fighter Kids

**S**oftware industry or bunch of schoolkids playing 'Follow My Leader'? Well, Sega announce *Virtua Fighter Kids* and, before you know it, there's talk of *Toshinden Kids*, *Street Fighter Kids*... the list goes on. We for one hope that the programmers of these, shall we say, 'not quite original' releases take a little time, care and effort in order to make their games at least a little different from their 'grown up' counterparts. *Virtua Fighter Kids* doesn't wildly differ from its big brother. Sure, there are kiddy versions of the fighters with their huge heads, but they don't really fight in any new way. Surely a scrap between kids could



be done in a more realistic and satisfying way? For example, Sega could have included hair-pulling moves, more detailed shin kicking and even spitting. What's more, taunts could play a part, too. What wins most schoolyard rucks? Is it a deft flip kick or a spiteful shout of "...and your mom does it with sailors for free, scabby pants!" – an insult to which the riposte of dragging the guilty party right around the school

grounds by their ears is perfectly justified. Kids are nasty, horrible things when they fight – and we should know, having been them not so long ago. Who needs all this sanitised ninja nonsense and elephantitis of the head? Not us, that's for sure.

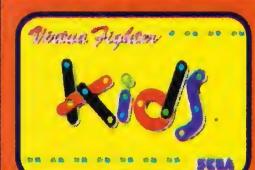
Still, if you're a big *Virtua Fighter 2* fan, you could do far worse. We just think that this particular *Fighter* release is an example of a company milking a cash cow a little too vigorously, if you catch our drift...



Ok miss, stop scraping and get to your ballet lesson!

**TOTAL SATURN**

**Score Sheet**



Publisher: **Sega**

Players: **One or two**

Price: **£44.99**

S/H availability: **circa £30**

Game type: **Beat-'em-up**

**GRAPHICS** **90**

**SOUND** **83**

**GAMEPLAY** **83**

**OVERALL** **82**

**Score Sheet**

# Virtual Open Tennis

The Saturn has been without a half decent tennis game for a while, yet Acclaim's new tennis sim could actually fall into the decent category.

It's very easy to get to grips



What an ill-proportioned, hideously clad console character you are, sir!

with. For all you slow starters out there, Acclaim have included a training section. This places the player in front of an auto serving robot thingy. Here you can harness your ball whacking skills until you're ready to play against the big boys.

Even then the fellows at Acclaim have given you the option of an auto serve as well as the pain in the bum manual serve. The tennis itself can be played in one of two modes – Exhibition, that's a single match, or Tournament – which pits you against increasingly

difficult foes... and when we say difficult, we mean difficult.

The game really falls down on its trickiness – the computer players are harder than Boris Becker with a Black and Decker. Yes, practise may make perfect but do you have the time? Still *Virtual Open*'s graphics are nice, with good animation and smooth play with a number of selectable camera views to highlight the action.

Play against a friend and you might just win a few times...



**SATURN**

Score Sheet



Publisher	Acclaim
Players	One or two
Price	£39.99
S/H availability	Circa £30
Game type	Tennis

**GRAPHICS** 82

**SOUND** 67

**GAMEPLAY** 78

**OVERALL** %

**77**

Score Sheet

**SATURN**

Score Sheet



Publisher	Sega
Players	One
Price	£45.99
S/H availability	Circa £35
Game type	Arcade

**GRAPHICS** 89

**SOUND** 81

**GAMEPLAY** 87

**OVERALL** %

**86**

Score Sheet

# Virtual On

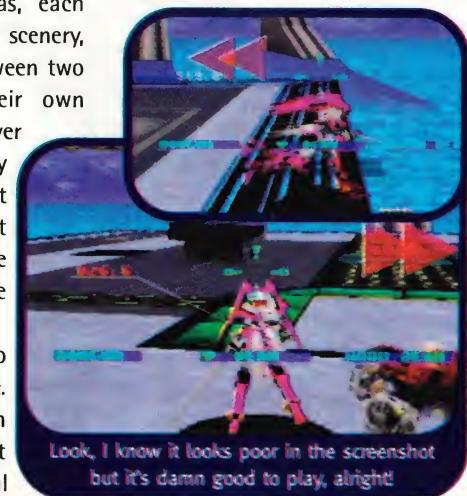


You've heard the argument about there only being a select number of game styles, with these being repeated endlessly with different visuals being the only difference? Well, *Virtual On* is of a genre that just doesn't get enough exposure – that of the one-on-one game. Just for a moment, ignore the existence of beat-'em-ups and driving games and there are very few multi-player

games that really pitch individuals against each other in a particular set environment.

In other words, there aren't many games like *Virtual On*. Based in a series of arenas, each with their own scenery, it's a battle between two robots. These have their own abilities. In its two-player mode – almost definitely its most important aspect – the screen is split vertically, with each of the combatants having a side of their own.

*Virtual On* is also surprisingly very strategic. Rushing headlong into an attack can be the worst approach. A thoughtful



Look, I know it looks poor in the screenshot but it's damn good to play, alright!

cat-and-mouse conflict is more satisfying than a war of attrition and indeed, this is how most games are played.

It's not perfect game and could do with more scenery but *Virtual On* is certainly worth a look.



# Virtua Fighter 2



**Virtua Fighter 2**  
is virtually the  
best beat-'em-up  
for the Saturn!  
(Go on, laugh...)

**S**ince its release almost a year ago there has yet to be a title to topple the mighty *Virtua Fighter 2* from its position – sitting naked on top of Mount Cool drinking an ice cold bottle of Bud.

Containing some of the most awesome graphics seen on the Saturn, *Virtua Fighter 2* backs them up with top sound and a staggering fifty frames per minute. This is also a conversion of the Version 2.1 arcade board that never actually made it to British shores. This was definitely the hardest



bloke in the Sega pub.

All nine of the original characters are in the house, along with two new fellas along for the ride. The characters are all cut from different cloth, yet are all evenly matched. The slower, cumbersome chaps can pull off some very powerful moves and visa versa with the quicker, weaker guys. No matter which you choose, the whole crew have some spectacular moves hidden in their jockey shorts and are more than ready to whip

em out. Each fighter has in excess of a hundred moves with which to kick polygon butt.

Unlike a lot of beat-'em-ups *Virtua Fighter 2* is friendly to both the experienced and beginner alike. The basic special moves are relatively easy to execute, whilst the old pro will be able to pull off some awesome combos. In terms of in-game options, VF2 has a well packed pair of underpants. This Saturn version contains added extras that were not in the arcade version – such as the additional options of Watch



Caption



Did you ever think how 'KO' is the opposite of 'OK', in terms of spelling and reality? No?



**TOTAL SATURN**

## Score Sheet



Publisher	Sega
Players	One or two
Price	£45.99
SRP availability	Circa £35
Game type	Beat-'em-up

**GRAPHICS** 92

**SOUND** 84

**GAMEPLAY** 91

**OVERALL** 90%

**90**

**Score Sheet**



**TOTAL SATURN****Score Sheet**

Publisher: Core/Eldos  
Players: Multiple  
Price: £39.99

S/H availability: Circa £25  
Game type: Golf

**GRAPHICS** **90**

**SOUND** **81**

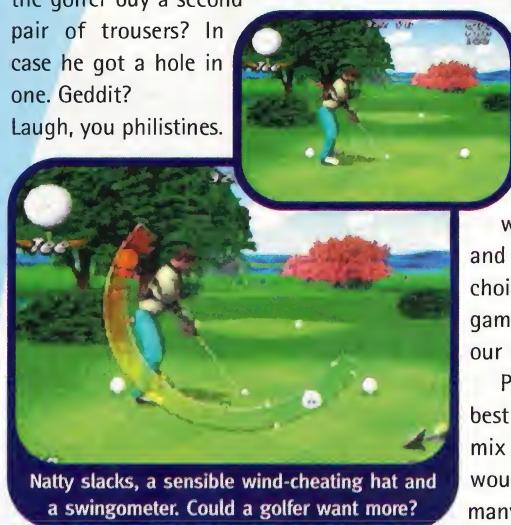
**GAMEPLAY** **88**

**OVERALL** **87**

**Score Sheet**

# Virtual Golf

We were going to write a sensible review for *Virtual Golf*, but we've decided to tell some golf jokes instead. Here goes, then. Why did the golfer buy a second pair of trousers? In case he got a hole in one. Geddit? Laugh, you philistines.



Natty slacks, a sensible wind-cheating hat and a swingometer. Could a golfer want more?

Honestly, TOTAL SATURN's such a funny magazine, you'd have to go a 'fairway' to find a better read. But we suppose we'd better tell you about Core's excellent *Virtual Golf* anyway. While not quite as good as Gremlin's superb *Actua Golf*, it's still an excellent simulation, mixing accomplished visuals with intuitive, pick-up and play action — a poor choice of a word for a golf game, but you must get our point.

Perhaps *Virtual Golf's* best iron in the fire — to mix our metaphors — would be its putting. Too many golf games out, on



formats too numerous to mention, have slipped at this point. There's nothing more frustrating than a game like this with a shoddy putting system. Well, perhaps there are a few things, come to think of it. One that springs to mind is just how Core must feel having been pipped to the post by *Actua* for the 'Best Golf Game' accolade... but second place ain't all that bad, is it? Give it a try. ■

# Wing Arms

Those magnificent men in their flying machines, they go up tiddly up-up, they go down tiddly down-down. Bum bah bah bah bah, bap bah bah bah baa... oh, sod it. We never can remember the second line to that damn song. Like Sega's *Wing Arms*, it's distinctly forgettable. As a plane sim that favours old warhorses of the middle of our current century

as opposed to the jets of today, it's a curious title. Its enemy planes don't seem overly intelligent — flying in patterns as opposed to reacting to your attacks. This makes it more of an average arcade blast.

Looking pretty, it could do with more in the way of decent objectives. With each level you're given a mission to complete, but most of the time this involves shooting endless waves of opposing planes. After a while, the inevitable conclusion that *Wing Arms* is boring has to be made. There's just so little to it. It's a shame because, with the excellent game mechanics in place, Sega could really have made this



New heights of simulation realism — large numbers and a dotty blue sky.

something special. As it is, *Wing Arms* definitely goes down, tiddly, down-down — with a plume of smoke belching from its rear. ■

**TOTAL SATURN****Score Sheet**

Publisher: Crystal Dynamics  
Players: One  
R/R: £39.99  
S/H availability: Circa £20  
Genre type: Shoot-'em-up

**GRAPHICS** **84**

**SOUND** **80**

**GAMEPLAY** **64**

**OVERALL** **67**

**Score Sheet**



# World Series Baseball 2



**B**aseball games are a strange breed. There have been quite a number of them over the years and, almost without fail, they all take a virtually identical approach in converting this simplistic American

sport. *World Series Baseball 2* is a particularly polished release, with everything fans could hope for but those unconvinced by the real-life game would be advised to try before they buy.

Still, there's no disputing the fact that, if you want a polished conversion of a sport, then *World Series Baseball 2* is almost peerless. Virtually anything you could hope to be included has been; from realistic stadiums to team

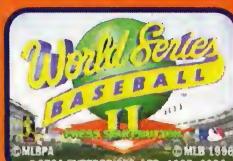
rosters, terminology and team logos, it's all here and buffed to a gleam. It's a shame that the subject matter isn't the most popular around. If Sega could do something like this with football, we'd be really interested.



In Blighty we call it rounders, sir and we do not make a song and dance about it.

**TOTAL SATURN**

**Score Sheet**



Publisher: Sega  
Players: Multiple  
Price: £39.99  
S/H availability: Circa £30  
Game type: Baseball Sim

**GRAPHICS** **92**

**SOUND** **68**

**GAMEPLAY** **86**

**OVERALL** **86**

**Score Sheet**

# Wipeout

**A** conversion of the good'ol PlayStation favourite, *Wipeout* looks virtually perfect in a screenshot. 'Who said that the Saturn can't do 3D to the standard of the PSX' is a rallying cry that will doubtlessly freeze on the lips of you over-zealous Saturn owners everywhere. You see, *Wipeout* ain't all that fast on the Saturn. It's not



*Wipeout*'s not bad. As futuristic racing games go, it's undoubtedly the best of the brace that's available for the Saturn.

We're going to end on a sour note... but it's nothing to do with *Wipeout*. We're rapidly coming to the conclusion that one of the biggest standard bearers for the PlayStation, is the relatively poor quality of the conversions of premier PSX titles to the Saturn. Think about it.



To achieve realistic representation of *Wipeout* on Saturn, wave this picture slowly to and fro.

**TOTAL SATURN**

**Score Sheet**



Publisher: Psygnosis/Sega  
Players: One  
Price: £44.99  
S/H availability: Circa £30  
Game type: Racing

**GRAPHICS** **93**

**SOUND** **89**

**GAMEPLAY** **84**

**OVERALL** **85**

**Score Sheet**

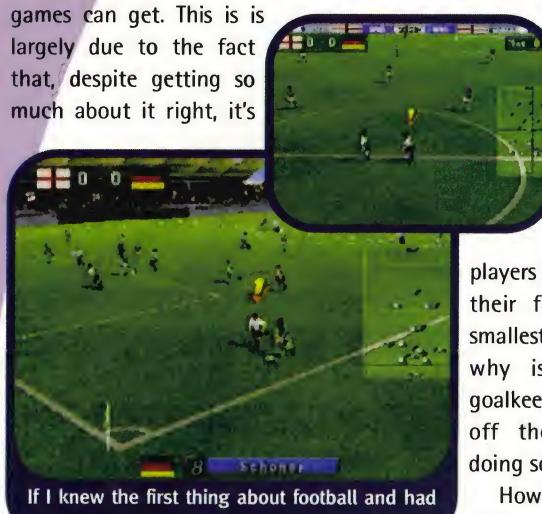
**TOTAL SATURN****Score Sheet**

Publisher:	Sega
Players:	One or two
Price:	£45.99
S/H availability:	Circa £35
Game type:	Football

**GRAPHICS** **93****SOUND** **69****GAMEPLAY** **90****OVERALL** **89****Score Sheet**

# Worldwide Soccer '97

The cream of the Saturn soccer sims, *Worldwide Soccer '97* is as irritating as games can get. This is largely due to the fact that, despite getting so much about it right, it's



If I knew the first thing about football and had a Saturn, I would probably like this a lot.

still a terribly flawed game. Take, for example, its goalkeepers. They either pull off blinding saves or let the ball trickle past them, or float over their heads. Then there's the wonderful player animation. While it's probably the best seen on any football game ever, why is it that players have to wind back their foot for even the smallest shot or chip? And why is it that WWS's goalkeepers can't take it off them while they're doing so?

How can it be that the goal the computer scores



against you most is a simple nod-in from outside the six-yard box? Why don't they ever try something a little more intelligent? Why on earth are the corners so damn useless, allowing neither side to view the approach of the ball? Hell, we could moan all day about *Worldwide Soccer '97*... but it's still the best football game on the Saturn by a country mile. As a two player game it's brilliant – even though a lot of the flaws above (and others) still apply – while solo play is acceptable, if annoying. Our opinion? Well, we're looking forward to *WWS '97*'s inevitable sequel with bated breath. If only they could iron out a few problems, it could really be something incredible...



Caption

**U**magine our surprise when we discovered that Acclaim had released a WWF game on the Saturn. 'Oh joy!' we did exclaim. You see, we think that WWF 'stars' are a bunch of [REDACTED] who [REDACTED]. Rapide's legal guru

and sub-editor, Sorcha, has told us we can't write this, but the truth will out. WWF is [REDACTED] with painted men jumping [REDACTED]. They're such a bunch [REDACTED]. Their games are always constantly [REDACTED] and that's the best thing we can say about them.

Still, this Acclaim release isn't too bad, considering. All the old family favourites are [REDACTED] and, once selected, can be made to perform a variety of top moves.



# WWF Wrestlemania

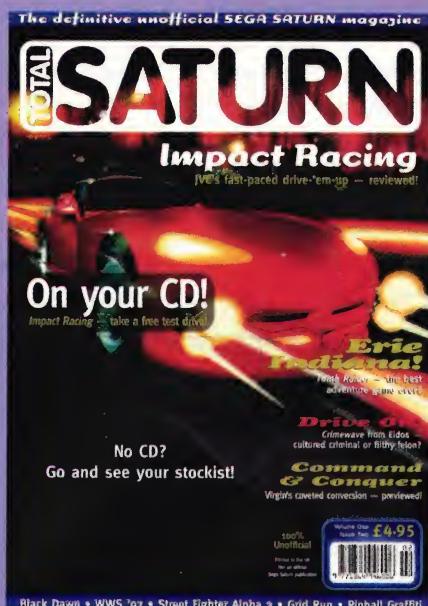
**TOTAL SATURN****Score Sheet**





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**Tips**

# **TOTAL SATURN**

## **Tips**

**Ten monster pages of tips?**

**Amazing but true my friends, we've got hints, cheats, codes and guides coming out of our earholes!**

### **Alien Trilogy**

#### **Level Select**

Get into the carnage quicker with this code. At the password screen, enter 'FLYT0' followed by the level you desire – for example, 'FLYT014' for level 14.

#### **Unlimited Ammo**

Enter the password 'F1LLMYPOCK1TS'.

you. Most of the Thompson guys are poor aims and they often fire at some spot on the wall instead of at you. Stay close to the walls sometimes (especially true in the garden). There is a strange bug you can use to go through some doors and walls. When you have a sword, close on the door and make the 'dive attack' (when you make one step forward while attacking). You'll be able to pass through most of the doors (with some VERY erratic results though).

This walkthrough does not tell you when to drink your vials and when to reload your guns. You might spend a lot more ammo than I did so maybe you'll have to improvise. Also, the walkthrough won't tell you how to get all the storyline elements (books, pictures, etc).

They are pretty obvious and I know you will get all the things that the dead blokes leave behind.

Remember that some weapons seem really weak in attacking power but they can be very useful when speed is more important (the revolver, the beater and the good old punch for example).

A rule of thumb: always take everything a dead enemy leaves behind.

Finally, this solution was written with the French version and some objects might have different names.

#### **I — The Gardens**

Kill the guy with your bare hands and take his Thompson, the clip and the vial. Run down the alley to the big statue of the anchor, push it and enter the gardens. If you make your move fast enough, you should be able to avoid the Thompson guys. There is someone just behind that corner. Kill him from the corner and take the picture. Turn right, get rid of the Thompson guy, take the clip and the vial. Go where that guy came from. Take the rope, remember you saw a DIAMOND card. Go back where you found the picture, walk to the crossroad. When you'll walk past the crossroad, another "hey you" will appear. Fill him with lead and take the way to the top of the screen. Now this one is a real pain, don't let him close on you. Stick to the left wall and fire your Thompson at him. If you kill him now, he won't bother you again. This is the case of most of the bad guys in the gardens, they sometimes track you even if you've never 'met' them. Go the dead end and take the clip. Go back to the crossroad and go



to the bottom of the screen. There will be another hard man in a trench coat. Kill him and continue on your way until you find the grappin. Another "hey you" will appear. If you're not fond of killing, step on the diamond card. If you intend to step on another card, well, save first.

#### **II — The Cave**

Go straight forward and get rid of that green man. Take the vial but forget about the ladder for now. Go to the other part of the cave. Push the chest to make the altar raise. Watch out for the ghost! Don't worry, he's Thompsonable. Take the pirate's saber. If you have some 'friends' waiting for you at the entrance (place with 4 cards on the ground), it would be a good idea to use the metallic jack on the altar so you can escape via the other trap. If not, forget about the jack and get out of the cave.

#### **III — The Gardens Again**

In both cases, you should make your way to a 3-ways intersection. Go in the L-path, be scared by the demonic face and turn left. Shoot the fat 12-gauge wielding gangster and proceed. Not turning will get you back near the crossroad. Cut the weaving branches with your saber and SAVE! See that little brown spot behind the trees? That's Shorty Leg and he's quite tough to kill. The best way to kill him is to hide behind the statue and use everything you've got, especially the revolver. Don't worry about spending all your ammo. Just kill him. Take the vial and use the grappin. Use the grappin again to make the statue's arm move and enter.

#### **IV — The Basement**

Drat! No more weapons! Take everything you see (a nickel, a crank and a paper bag). You can cry on Stryker's corpse if you want but take his notes and the pipe-pick. Pushing Stryker off the cliff seems a bad idea. To open the locked door, you need to use the paper under the door then the pick. You'll get the key and you'll get inside. There are two ways to get rid of that sitting guy...

1: The 'nice' way : Get behind the barrel, just beside the lever. Use the paper bag twice, wait until the guy raises to his feet and then push the lever.

2: The 'direct' way: Tease the bloke, fight with him and try to make him fall off the cliff...

Take the shotgun, the book and the vial. Go right behind the grandfather clock and use the crank to open the secret passage. Enter and take the shotgun shells. To get rid of Musicman, just tear his pact (the paper you used to get the key). Don't forget to take the hook. As you might now hear, there is some heavy shooting nearby. Take the beater and go to the door. Do not go upstairs yet! To kill these two men, stay in the doorway shoot the first one, go backwards and wait for the other guy to show up. The two men were shooting at some rotating cards. Try to align 4 diamonds

to open the door – 90 degree rotations are possible, you just have to be well positioned. Kill that man and get into the cellar. Get the vial. Use the nickel in the slot machine to get two tokens. You can also take the book in the back of the room. Return to the shooting gallery. Kill the man and take the bag. You can also try to get the bag without worrying about the man, because he's so drunk but he might show up a while later...

Open the bag and put on the Santa suit. Okay, you look silly, but at least that little pest upstairs won't alarm everyone.

#### **V — The House**

Turn right and make your way to the kitchen. Watch out for the statue! Try to walk near the door. In the kitchen, take the frying pan and get near the eggs. Listen to what T-Bone tells you and get ready to fight him. The pan is the best weapon because it will block incoming darts. Take the wine from the stove and the poison beside the dumbwaiter. Use the poison with the wine. Get near the door in front of the statue and drop your special wine. Wait for results. Top Class Hint: To get rid of that little pest walking down the hall and to remove any danger from the statue, wait until that little fellow walks in front of the statue and start running to trigger the trident. Duck in the kitchen and wait for result. Voila! Go through the door you opened with the wine and use your two tokens in the juke-box in front of the statue. The golden token will make a doubleboon appear and the wooden token will open the door. Get in the new room and take all the war material (bulletproof vest, clip, Thompson). Now go just beside the statue with the trident and take the crown, then go upstairs. Kill that laughing zombie first. Best way to do it is too close on him and punch, close again, punch, etc. He'll always miss you with his gun and you won't have any problems getting rid of him (it will take some time though). Open the door and get in the hall. Open the door in the middle hall. The guy will throw a derringer. Take it and use it quick. Take the sword. There are a scroll and a book to find in the bookshelf. Get back in the hall and open the nearest door (the other door at the end of the hall is the bathroom, no need to go there). The two ghost arms are protecting the other half of the scroll. It is not required to get the scroll but it's strongly advised if you want to solve the next puzzle by yourself. Use the sword to kill the arms, stay right beside the window, hack, get back, hack again and so on. CHESS AND MAGIK (the riddle): Use the crown on the white statue. Go in the magic room and take the amulet (the door in the magic room is another bathroom).

Two things to take, a vial and a note. Open the door and go immediately to the left and take the Thompson with the clip. Stay right where you are and get ready to Thompson two baddies. If you still have your bulletproof vest, there is no problem, otherwise, try to make the

### **Alone in the Dark II**

#### **General Hints and Tips**

Fighting can be made really easy by always closing on your target and punching them as often as you can. Most of the time, they will keep shooting towards but behind



gangster fire on the karateka (remember to USE your bulletproof vest though). Take the grenade and the key. Don't open the door yet. Get in the open room and use the doubloon in the jack-in-the-box. Take the pompon. Now open the door and get inside the room. The only way to get rid of the clown is to throw the pompon through the archway — the right position is difficult to find. Let the clown go after the pompon and use the grenade in the chimney. SAVE! Go down. The grenade killed two of the baddies but there are still a lot of people down here. The best way to kill them all is to get out as fast as you can and wait for them in the kitchen or the lobby. Slash them when they go through the door. The beater is one of the best weapons because it's so fast. You could try the Santa suit again but it may not work. Take the red ball from the Christmas tree and go upstairs again in the pool room. Use the ball on the big box with holes. Use the key on the door and go inside. Wait for result and don't panic. Listen to what Jack tells you and when he's finished, use the hook to get out of here. You can try anything you want but you'll always get captured by Elizabeth. The wisest thing to do is to go downstairs and walk toward the kitchen.

#### VI — The Cute Part:

Play as Grace Saunders!

If you haven't figured out that you're now Grace, well...

First thing to do is to try all those cute moves. Now push the plank so you can get out. Go near the parrot, take the seeds, the sandwich and the pepper. Give the seeds to the parrot if you want a clue. Get out of the room and IMMEDIATELY go to your left. Hide in the small niche until the pirate stops walking. Go back to the ladder as fast as you can. By the way, it's the ladder at the end of the hall, not the middle one. You don't have much time until the pirate starts chasing you again, so make it quick. Don't tease that pirate and climb the other ladder. Now you're going to play hide and seek with the crew. You must find a safe way to the open hatch without anyone noticing you. Go behind the sitting guy. Make your way to the edge of the ship and get behind the boxes. By the way, for a cute moment, try to fall into the Start trap. Before going, take the flint and steel on the deck.

Take the small canon from the chest, the vase from the shelf and the stick next to the bed. Now, position yourself right in front of the door, put down the canon and use the pepper on the canon. Throw the vase, wait until the pirate's close and use the flint and steel on the canon. Take the bell and get out of the room. Go through the door in front of you. Take the chicken's foot, get near the blue plate, ring the bell and get inside the dumbwaiter. Take the key. Use the key on the locker in the kitchen and get the molasses and the freezer. When you'll try to get out of the kitchen, you'll hear a familiar "hey you!". Get back in the kitchen

and use the freezer in the doorway. Go upstairs and do the same thing with the molasses. Go to the pool room. Get the token if you so wish. Go into the room with the cell and use the stick behind the desk with the broken plate in the corner of the room. You'll find the key and another book. The door to the chamber and magic room will now open. Get into the magic room and use the stick on the plate. Get back in the kitchen and hope you placed the ice at the right spot. Go next to the dumbwaiter and ring the bell again. Oh no! Captured again...

#### VII — Back as Carnby: The Revenge!

Get the key to free yourself and kill that pirate with your bare hands. Then take the sword, use it and follow Grace outside. Don't worry if you lose track of Grace. Kill anything you encounter. The guy outside will leave the fuse behind. Get it and go through the door in front of you. Kill the two men and get the fire iron and the pliers, as well as the key in the corner of the room. Get out. Go through the door next to the niche where Grace hid, kill the man and take all his stuff (gun ammo, chainmail, vial, gun). Push the barrel to the left and get the chainmail. Go through the door at the end of the hallway, close on the pistol pirate with your sword, take the ammo and the vial. Don't let anyone get in your way to the locked door on that deck. Use the key to get inside. You're in the gunpowder room. Think twice before firing your gun. Use the sword to kill the swordmaster, get the book and the gunpowder barrel. Get on the upper deck. Open all the doors you can, there are two rooms you can enter. A sleeping room (don't stay inside too long because you don't want to wake those pirates) and a room with a cannon. Kill the man sleeping next to the cannon and use the pliers to free the cannon. Now PUSH the cannon to the left (this move is difficult, the right position is hard to find). Drop the barrel anywhere in the sleeping room (Carnby always places the barrel next to the wall). Use the fuse on the cannon and use the fire iron for a nice explosive show...

Go into what's left of the sleeping room. Take the vial and the gold pieces. Use the gold pieces near the locked doors and kill the two dwarves. Go where they came from, take the vial, kill the cook behind the door, take the metallic diamond card and use it on the last locked door. Enter and fall (again) under Elizabeth's spell...

#### VIII — Grace Again!

Use the stick on the statue, get into the room and use the chicken's foot. Bye, Bye, Elizabeth!

#### IX — Back as Carnby: THE END!

First, FLEE! That ghost is far too tough for you. Climb the ladder to get on the main deck. Kill everyone on the bridge. Get the hook and climb up the mast. Wait for the man, hit him

once with your sword to make him fall. Use the hook on the rope. Kill the karateka, jump down and take Nichol's sword. Free Grace with the pliers. Run to the cannons to stop the fuse. Now kill One-Eye Jack! Don't forget to use Nichol's sword and watch out for fake deaths! Guess what? THE END!

### Astral

#### Invincibility

During the game press start (pause) and enter Up, Y, Left, A, Down, B, Right, C. You can now walk through opponents without damage. This code only lasts during the current stage, but can be used repeatedly.



#### Refill Energy Meter

During game, press start (pause) and enter Down, R, Up, L, X, A, Y, B, Z, C, Right, Left. Your energy meter will be refilled.

#### Quick Death

When using the invincible mode, to kill yourself (if you get stuck), pause Astral and enter L, A, R, C, B.

#### Secret Mode and Stage Select

The Secret Mode code must be entered in first for the Stage Select code to work. First go to the options screen and, using the second controller, enter Left, Right, Left, Right, Up, Down, L, R, Start. You can now change the number of players to 99. Return to the main menu and enter, using controller one:

Up, Down, Left, Right, L, R, A, Y, C, Z, B, X.

### Baku Baku

For league mode, at the start screen press:

B, A, C, Up, B, A, C, Up, Start.

### Black Fire

#### Reload / Refuel

1: At the 'press start' screen enter:

L(shift), A, Z, Y, A, Down, Down.

2: Then simply pause/unpause during game to refuel and reload.

#### Level Skip

At the 'press start' screen do this carefully!

1: Press and hold C, press and hold B, press and hold A, press and hold Up, then press and hold L(shift).

2: Release A, release C, release L(shift), then release Up.

3: A voice should say 'Blackhole engaged'.

4: During the game press and hold down:

A+B+C+Up+L(shift) to advance.

Alternatively, hold:

X+Y+Z+Up+L(shift) to go back.

#### God Mode

At the 'press start' screen, simply do these steps very carefully!

1: Press and hold A, press and hold B, press and hold C.

2: Then, release C, release B, release A.

3: Enter B, A, B, Y, HOLD X, Up, HOLD Down,

release X, release Down.

4: A voice should say 'you are on the wrong team'.

#### View Animation Sequence

At the title screen press Start, followed by:

Z, A, Z, A, B, A, B, Y, C, A, C, A

### Bug!

#### Stage Select

At the main menu screen, enter B, A, B, Y, Down, Right, A, L, Down.

Bug will confirm the code. During the game hold down U and press up to go to the next stage or down to go to the previous stage.

#### Replenish Continues

1: First, you must earn three continues (to get complete Insectia).

2: The next time you are back at the 'Press Start' screen, hold Right and press Start.

3: At the main menu, again hold Right and press Start.

4: The continues should now be replenished.

### Clockwork Knight

#### Stage Select

At the title screen, enter Left, Up, Right, Down, Down, Right, Right, Up, R. The final stage can be added with Left, Right, Right, Up, Right, Right, Up, Down, Right, Right, Up, R.

#### 999 Lives

At the title screen, enter Up, Right 9 times, Down 6 times, Left 7 times, Z, X, Y, Y, Z.

#### Million Point Bonus

Finish stage 2-2 in under 30 seconds.

### ClockWork Knight 2

#### Stage Select

At the title screen, enter Right, Up, Left, Up, Right, Up, Down, Up, Left, Up, Left, Up.

#### 999 Lives

At the title screen, enter Right, Up, Left, Down, Right, Down, Right, Down, Right, Up, Left, Down, Right, then Down.

#### View Ending

At the title screen, enter Right, Up, Left, Up, Down, Up, Right, Left, Up, Right, Left, Down, Down.

#### Hidden Games

At the title screen, enter Up, Up, Right, Right, Down, Down, Left, Left, X, Y, Z.

### Cyber Speedway

#### Hide Gauges

Press A, B and C during the race to hide all of the gauges.

### Darius Gaiden

#### Levels

To access 'Very' Easy' and 'Abnormal' levels from the options menu, Hold down X and press Z, C, L, B, Left, R, L. You should then hear a sound to confirm the code.

#### Rapid Fire

Hold down B. Press Y, Right, Left, X, Z, L, R.

#### Nine Credits for Each Player

Press X, A, L, R, Left. Hold down L, press X, C, Z, A, Right, Right. You'll hear a sound.

### Dark Stalkers

#### Change Morgan's Outfit

When Morgan wins the round, press either the Left or Right button to change her outfit instead of doing a winning pose.

#### Japanese Import Cheat

Press B, X, Down, A, Y on option screen for the appendix menu. You will now hear a chime and a new menu will appear at the bottom of the screen. Here you will be able to select extras from:

Turbo — Free Select/On/Off

Auto Guard — Free Select/On/Off

Max Rounds — 1 Round/3 Rounds/5 Rounds

BGM (Background Music)

Hunter(Vampire Hunter)

Classic (Darkstalkers/Vampire)

Random Scenery

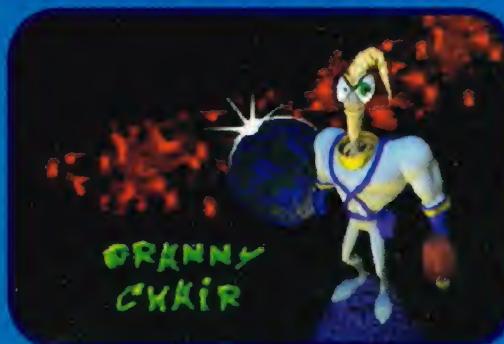
(Backgrounds) Hunter/Classic/Random

CPU Colour Hunter/Classic/Random

These options save to memory.







## Sega Rally Championship Secret Car

On the mode select screen (Arcade/Time Attack) press X,Y,Z,Y,X and enter the wanted mode by pressing C button.

### LakeSide Course

While holding X+Y, enter the Time Attack mode or, while keeping pressed X+Y, enter the Practice mode.

### Hyper Car

Hold X and press C to choose a car on the selection screen.

### Mirror Mode

Hold Y and press C on the select game screen.

### Camera Zoom During Replays

During replays, hold DOWN on the directional pad while pressing Z. Now, using the shoulder buttons you can control the camera zoom.

## ShellShock

### Cheat Menu:

In the hangar press Down, Up, Down, Up(7 times), Down, Down, A, A, A.

## Street Fighter Alpha

### Play as Akuma

Hold the Left and Right buttons, move to the ? box and press Away, Away, Away, Down, Down, Down, Jab and Strong Punch.

### Play as M. Bison

1: Hold the Left and Right buttons Down.  
2: Move to the ? box and press Away, Away, Down, Down, Away, Down, Down, Jab and Strong Punch.

### Play as Dan

1: Press and hold the Left and Right buttons and move to the ? box.  
2: Press Y, X, A, B, Y or Y, B, A, X, Y.

### Dramatic Battle

1: At the selection screen both characters hold Down the Left button, press Up 2 times, release the Left button, press Up 2 times.  
2: Player 1 press Jab  
3: Player 2 press Fierce

### Easy Select Secret Characters

After you have entered the secret character codes once, all you need to do is highlight the ? box and press Down to cycle through the characters. You must beat the game with the character in order for him to stay in the games memory.

### Team Battle Mode

After entering the dramatic battle code once, and beating M. Bison on one of the upper difficulty levels, on the main menu under 'training mode' a new team-battle mode will suddenly appear.

### Quick Super

Pick any character on Autoblock. To do a taunt in the middle of the game you must press the L and R buttons, but if you have a Super ready, press the appropriate punch and kick buttons

for the super level you wish to execute. It may take a few tries, and there are many different supers for the various different characters.

### Fight Akuma

- 1: Select a character then after that hold the L and R buttons and the B button.
- 2: Keep holding them down until he comes out of the screen.
- 3: Akuma does his raging demon combo on your opponent, then beats the life out of you.

### Fight Dan

You must first beat the game without losing one round, when you should get the message 'A new fighter has entered the tournament'. You can now fight Dan. To reach him you must win every fight, but you don't have to win every round. At the end of every round you win hold down all three punch buttons X, Y and Z and the directional pad either Up, Down, Left, or Right. You must use the same direction every time. At the start of the sixth fight a message will flash 'A new challenger has entered the fight' – this will be Dan. After you beat Dan you will return to the sixth fight.

### Fight Dan the Easy Way

After winning the fifth, sixth, or seventh match hold down the L and R Buttons and Up on the D-Pad.

## Street Fighter Alpha 2

### Super Akuma

To play as Akuma in his Super Turbo outfit, do this...

- 1: Go to Akuma
- 2: Press Start then let go.
- 3: Go to Adon, Gen, Sakura, Rose, Sodom, Dan, Guy, Rolento, Sakura, Rose, Birdie, then back to Akuma.
- 4: Press and hold Start then press either the punch or kick buttons.

### Super Chun Li

To play as Chun Li in her Super Turbo outfit, do the following:

- 1: Press and hold Start on Chun Li's icon.
- 2: Press either the punch or kick buttons.

## Street Fighter: The Movie

### Play as Akuma/Gouki

At the character selection screen, enter Up, B, Down, Z, Right, X, Left, Y.

## Daytona USA

### Play as the horse

- 1: In the options set the difficulty to normal.
- 2: In the mode select screen be sure to choose the Saturn mode.
- 3: Place first in each of the three difficulties on each track.
- 4: After winning the third track, scroll until you see 'horse'.

### All ten cars and some horses

- 1: At the title screen, hold down Up and Left, A, B, X, Z, then press START.
- 2: Select Saturn Mode and you can choose from all ten cars and the 1st set of horses.
- 3: To get the second set of horses, finish first in the beginner track on endurance mode.

### Change Speedometer

At the title screen, hold down X, Y, and Z on the second controller, then press start on controller one. On the US versions the speedometer will change to kilometres-per

hour, while on Japanese versions of the game, the speedometer will change to miles per hour. What happens on the UK version is beyond us. We didn't bother to test this cheat, what with Daytona USA being the soiled pants of the Saturn driving world and all that.

### Maniac Mode

After the demo has run through its cycle and the Sega logo appears, enter Up, Up, Down, Down, Left, Right, Left, Right, A, B, C. You will hear a chime to confirm the code. The letter M will appear in the upper left corner to indicate Maniac Mode.

### Play AM2 Game Themes

When entering initials, music from other AM2 games can be heard by entering these codes:

V.F – Virtua Fighter  
A.B – Afterburner  
O.R.S – Out Run  
V.M.O – Sword of Vermillion  
V.R – Virtua Racing  
G.F – Galaxy Force  
S.H – Space Harrier

### Extra Time

Press X three times as you pass the slot machine. If you get three sevens, extra time will be added. Where, we don't know.. but we've a sneaking suspicion it's on the beginner mode.

### More Music Selection

- 1: On the option screen choose Key Assign.

- 2: Choose type B for the controller setting.
- 3: While choosing any track and car press and hold A, X, Y or Z depending on which song you want to play.
- 4: Hold on until the game starts and you can now listen to the song you selected.

### Move Jeffrey

Press X to change the Jeffrey statue position as you pass or stop near it.

### Karaoke music in Arcade Mode

Listen to the background music and have lyrics at the bottom of the screen by setting laps to normal and holding Up while selecting with C.

### Select Music

With the controller type set to B, press X, Y, or Z at the 'Gentlemen! Start your engines!' screen, to choose different music.

### Remove Demo Car Tyres

- 1: When the tires are removed during a pit stop, reset the machine by pressing Start, and A, B and C.
- 2: When the demo starts, the car will not have any tires.

### Helicopter View

When viewing the replay from a Time Lap run in Saturn Mode, press R to switch to an overhead helicopter view.

### Rocket Start

- 1: While at the starting grid of the Advanced or Expert courses, hold B (brake).
- 2: Now press and hold accelerate.
- 3: While accelerating, keeping you RPMs between 6500 and 70. When the race starts release the brake but hold the accelerator.
- 4: Get ready to fly by your opponents.

### Attract Leader

At any point in the race hold down Z to bring the lead car towards you. Now pass him easily!

### Easy Horse

On the title screen hold up-left, A, B, X, Z, and then press Start.

### Driving on the Grass

When driving the green car or the horses, you can travel as fast on the grass as you can on the street – there's no slowdown.

### Car Select

- 1: At the title screen hold down/right with L, R, C, Y.
- 2: Once you have all those buttons pressed down, hit Start.

## Earthworm Jim 2

### Level Passwords:

Level 2: gun – energy – blue gun – sandwich – can worms

Level 3: bubblegum – sandwich – sandwich – bubble gun – energy

Level 4: 3 gun – gun – missile gun – 3 gun – blue gun

Level 5: energy – bubble gun – bullet – can worms – Jim

Level 6: bullet – sandwich – gun – Jim – gun

Level 7: missile gun – blue gun – bubble gun – bullet – sandwich

Level 8: blue gun – can worms – bullet – missile gun – Jim

Level 9: bullet – gun – missile gun – bullet – Jim

Level 10: sandwich – gun – Jim – blue gun – blue gun

Level 11: 3 gun – bullet – bubble gun – energy – bubble gun

Level 12: missile gun – energy – bullet – energy – energy

## F1 Challenge

### Starting Position Codes

Enter these after you have selected Automatic or Manual Transmission.

1st Place: L, X, Y, Z

4th Place: L, X, Y

7th Place: L, X, Z

10th Place: L, X

13th Place: L, Y, Z

16th Place: L, Y

19th Place: L, Z

22nd Place: L

## Fighting Vipers

### Big Heads

To activate the big heads option in the option plus menu, you must fight a hundred matches in the VS or Arcade modes.

### Invisible Walls

To activate the invisible walls option in the option plus menu, you must successfully perform 350 MOVES in the training mode.

### Options Plus

To get this menu, you must beat the game in normal mode or harder mode with any character you choose.

### Play as BM

To play as the end boss, BM (Big Maher) you must win the game on Very Hard with any character. BM is only playable in the VS mode.

### Play as Kumachan

To play as Kumachan the bear, you must fight 50 rounds in the arcade or VS modes. To play as Panda Kumachan, put the cursor over Kumachan on the player select screen, and select him while holding 'up'.

### Play as Mahler

To play the smaller version of the end boss, you must win the game with any character in normal mode.



## Tips

### Fifa '96

#### Secret Options Menu

Start a game, pause it, select options, and enter one of the codes below. You will hear a sound. Exit the options menu, going back to the menu with Resume Game as a choice.

Invisible Walls: BBBZAAZ

Curve Ball: ZABZB

Super Power: ZAZZZZZZ

Super Goalie: AAAAZZZZ

Super Offense: AAAAZB

Super Defence: ZZZZZB

Penalties: AZABAZ

Stupid Team: AZBAZ

Dream Team: AAZZBBAA

Press A. You will get a secret options menu. Other choices require another code. Use Left/Right on control pad to change settings.

### Guardian Heroes

#### 99 Continues

Start a game on Easy, then press Reset. Return to the Options menu and select any difficulty. You'll have 99 continues and a far better chance of victory.

#### Debug Mode — Import

In debug mode you can access a ton of options, including stage select, maximum life, level skip, and others. To enable this mode, enter Option mode and press A + Y + C. Enter the Setup screen and you'll see a new Debug option appear.

After you've enabled debug mode, you have a choice of several options, including Start at Level 200, Stage Select, Max or Zero life.

1: Pause the game.

2: Hold X + Y + Z.

3: Press Up for max life or Down for zero life, Forward or go Back to different battle scenes.

- Forward 1 scene - R + Start

- Forward 2 scenes - R + A + Start

- Forward 3 scenes - R + B + Start

- Forward 4 scenes - R + C + Start

- Backwards 1 scene - L + R + Start

- Backwards 2 scenes - L + R + A + Start

- Backwards 3 scenes - L + R + B + Start

- Backwards 4 scenes - L + R + C + Start

Play loads of characters and visit all levels!

#### Free Experience

For free experience, enable the 99 Continues code, then reset the game while playing. The Experience menu will appear. The downside? Each use of this trick costs one continue.

#### Hidden Arena

While playing in Story Mode, you can get to the arena in stages 3, 5 and 12. To do so, kill all the enemies on the level (including the hidden plants and dysfunctional robot on stage 3). When you've done this, jump to the back of the screen (the third row) and walk past the sign.

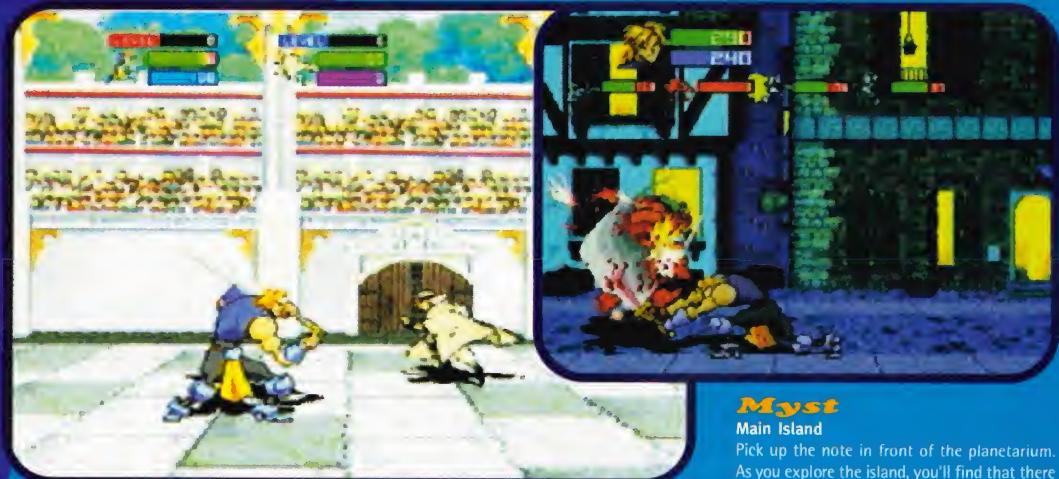
### Gex

#### Passwords

Graveyard 3: TXZFKHGP

Toon Land 1: CYRFYHGP

Toon Land 3: BYTCYHGP



### Hang On GP

#### Special Course Select

- 1: Begin the game, then go to the Option select screen.
- 2: Enter into the Mode Select screen, move the cursor to Options and tap R, R, L, R, R.
- 3: You may now choose any course.

#### Super Cycle

On any course win the cup, then go back and try to beat your own time by at least one minute and twenty-nine seconds. The Super Cycle will be available on Machine Select screen

### The Horde

#### Tips

One of the most common mistakes that causes players financial trouble is NOT selling back items before moving on to the next land. When you dig up a cow, fence, pit, soldier, or whatever, you get back money equal to what it cost to place that object down in the first place. For example, in the Shimto Plains at the winter of year three, make sure you sell all your cows and stuff. The Tree Realms goes to year four, so sell your stuff in the winter of that year. Each 'land' lasts one year longer than the previous one.

#### Shimto Plains

No hidden items. Start off by chopping down trees and planting as many saplings as you can. Repeat this for a few seasons until you have enough to buy a cow. Place cows in the south of your town, as hordlings come mostly from the north. Keep making cows and saplings, so that you have ten or more cows by the end of year three. Don't forget to pick them all back up in the winter before you go to the Tree Realms of Alburga!

#### Tree Realms of Alburga

Plant as many saplings as you possibly can. Keep planting until it says 'at max' in your inventory box. After the hordlings come, plant more to replace the ones they destroy. After a few rounds of this, the Dryad will give you the Boots of Boogie.

#### Fetid Swamps of Buuzal

Around the third year or so, your map will become large enough to show two 'arrows' made up of stones (apparent on the overview map). Dig at the intersection of these two invisible lines to find the Magic Flute. This is probably the most useful (and definitely the most annoying sounding) item in the whole game.

### Kar-Nyar Desert

Keep making those waterways! A tree will grow when you get water to an odd-looking bush, which grows in a random spot. The tree frog wants the three foods you can find scattered around the desert — the Blue Fruit, Green Meat, and Purple Seeds. Just set them down next to the tree and in exchange he'll give you his Trident.

#### Frozen Wastes of Vesh

Use bombs to blow away the snow in the preparation stage (this is the only land where you can use bombs during this stage), or summon Roscoe to melt away huge strips during the battle stages. Be careful with Roscoe, though — he does tend to level houses really quickly.

### Impact Racing

#### Invincibility

For an indestructible car, enter the password "I.AM.IMORTAL".

#### Unlimited Ammo

The password "LOADSOFSTUFF:" grants unlimited ammo for any weapon you acquire. The colon at the end is not a typo.

### Johnny Bazookatone

#### Level Codes

Level 1: ZARTACLA

Level 2: RINGMYBELL

Level 3: SCRAMBLED

Level 4: ANASTHETIC

Level 5: ETAGSLLHE

#### Passwords

KRISTIAN: Level select

PILCHARD: You are invisible to your opponent

### Mortal Kombat 2

#### Hidden Menu:

During the beginning of the intro press Down, Up, Left, Left, A, Right, Right, B, Y, C.

### NBA Action

#### Freefloating Replay

Pause, select replay and change the camera angles. Hold down L and R.

To move around hold down the shift button and the Z button and use the D-Pad to move.

#### Change side of Court

Go to the main play menu. Highlight court and hold down the R then hit Z.

#### Alley Oop Dunk

Simultaneously press R, B, and Up.



### Myst

#### Main Island

Pick up the note in front of the planetarium. As you explore the island, you'll find that there are eight marker switches in total: Pier Giant gears - Planetarium - Spaceship - Mall with small pool and pillars - Brick building - Wooden shack - Clock tower. Turn each marker switch on (up) as you get to it. (Worry about the clock tower marker later).

In the pier, there is an entrance to an underground room. Go to the projector, and turn it off by pressing the big button at the bottom. Turn around. You'll notice a piece of paper on the wall to the left. Press the green button on the upper left corner, which will reveal a hidden control panel. Enter the number of switches '08', and press the button to close the panel. Turn back to the projector, push the button, and watch the man's message to Catherine.

In the library, each wall contains interesting items. Give the blue and red pages to the corresponding books. Each brother wants more pages. Read the four legible books in the book-case. You can ignore the book with the weird squares in it, you'll deal with it later. Jot down any interesting diagrams from the others on your notebook.

Look at the map next to the entrance. Each of the marker switches in the island lights one specific group of buildings in the map. Grab the tower and rotate it until it flashes red, then stop. There are four 'red' positions, each one of them corresponding to where one of the four available link books is hidden (ship, giant tree, gears, spaceship). The paintings next to the book-case open and close the secret passageway behind it. Go to the elevator, close the door, and press the button to go into the tower. If you rotated the tower correctly, the ladder with the 'book' on it should show you where the book is hidden, while the ladder with the 'key' should lead you to the clue to the puzzle that finally lets you get the book.

Ship: Go to the planetarium, turn the lights off (the switch is next to the door), sit down on the chair, and click on the control panel. Set each of the dates from the clue (Oct 11, 1984 10:04AM, Jan 17, 1207 5:46AM, and Nov 23, 9791 6:57 PM), and map the constellation





shown to one of the constellations in the Stoneship book. Go to the pillars at the mall, and click on the appropriate symbols (leaf, snake, and bug). The book is in the now resurfaced ship.

**Tree:** Go to the wooden house, and enter the combination for the safe next to the door (7,2,4). Open the safe, get the match, and light it with the matchbox. Turn around and light the pilot light below the boiler. Turn the gas wheel all the way up (green icon). Wait until the thumping sound stops, then turn the wheel all the way down (red icon), and QUICKLY get out of the house and into the tree to the right of it (see library map for location), before the 'elevator' in the tree goes underground. If you can't do it that quickly, don't turn the gas quite all the way off. The book is down beneath the tree. If you went up in the elevator, press the white button to your left. That releases the steam and drops the tree down to the underground level.

**Gears:** Go to the clockhouse, enter 2:40 into the clock using the wheels, then press the button. Go into the clock, and use the levers to set the wheels to 2,2,1. HOLD either front lever down to rotate the middle wheel only. Click on the vertical lever to your right to reset the puzzle. The book is in the giant gears close to the pier.

**Spaceship:** Go to the brick building, set the generators to send exactly fifty-nine volts out (buttons 1,2,3,6,7,8 and 10 should do nicely). The numbering order is on the wall as you leave the control room. In order to figure out which button has which voltage, just hit them one at a time). If you go over fifty-nine volts, you will blow a fuse. There are two electric towers to climb, one next to the brick building, one clearly visible close to the spaceship, click down the breaker switches. Then enter the spaceship. Play the notes from the Selenitic Age book in the organ, and set the same notes in the controls of the ship. If you're tone deaf, just count number of notes from the bottom. (8, 20, 23, 13, and 6, respectively, including the bottom as one). Press the button and the book will appear before you.



### **Stoneship Age**

Go to the other half of the ship, up the stairs and look through the telescope. Find where the lighthouse is (135 degrees).

Go to the umbrella and push the rightmost button to drain the lighthouse. Go to the basement and drain the chest by opening and closing the valve at the bottom. Go back to the umbrella and let the lighthouse fill up again. Unlock the now floating chest, get the key, and open the lighthouse. Crank up the generator and power the battery. Note that the battery is slightly discharging, so move quickly! (If the lights go out, go to the generator and crank it up some more.)

Go to the umbrella, press the middle button to drain the rock and go inside. Go all the way down the tunnel, find the page for either of the brothers, and explore a bit. You should find half of an important note in the map drawer in Achenar's room (that's the messy room).

Go back to the red-lined 'panel' in one of the walls. Inside, you'll find a compass rose, just like in the Stoneship book. Push the 'SE' button (the clue is 135 degrees, found with the telescope). This will turn on the submersible's lights.

Drain the ship with the left-most button and go in. Click on the desk in the lower level, and the book leading back to Myst will pop up.

### **Selenitic Age**

Find the 5 microphones (Water, Fire (thunder), Clock, Crystal (flute), Wind), and turn each on. You'll also find the red and blue pages at the 'Crystal' and 'Water' microphones, respectively.

Go to the microwave tower through the Wind tunnel, and aim each of the five dishes in the right direction (use sounds, icons, and places as a guide). The coordinate numbers are: Water:153.4, Fire: 130.3, Clock: 55.6, Crystal: 15.0, and Wind: 212.2. Push the sigma button. This will give you the sound sequence to open the door near the spaceship. (Crystal, Water, Wind, Fire, Clock) Go on in, get in the underground craft and press forward. At each station, listen for a sound which will indicate direction. If you miss it, press the button on the speaker. The sounds are 'plink' for north, 'Blooop' for W, 'Plonk' for S, and 'Shhhh'



for E (these sound names are approximations, so give us a break!) Combinations of these sounds indicate NE, SW, etc. The sequence of directions to get to the Myst book is: N, W, N, E, E, S, S, W, SW, W, NW, NE, N, SE. Get out, and you can now find the Myst book.

### **Mechanical Age**

The pages for the brothers are in secret rooms accessible from their chambers. Explore next to the 'throne' in each room. Go to the 'tube', and press the button in the hallway. The floor will reveal a lower room. Go down to it there, and rotate the tube until the red icon shows. Be very careful not to let the tube rotate past the red icon!

Go back out, and you'll see that the tube held an elevator. Press the wall button again to close the floor, and you can enter the elevator. Press the up button, then press the 'middle' button and then exit the lift before it goes down. The building rotation controls are above the elevator.

Enter the rotation controls and rotate the tower to the other two islands. They have the symbols for the control next to where you entered the Age (symbols below). Use the simulator in Achenar's room to practice how to rotate the tower. The method we used was: Put the left lever up one notch. Hold the right lever all the way up for about 7 seconds. Let go of the right lever, then quickly put the left lever back down. Practice on the simulator until you get the timing right, because you won't be able to see the orientation of the tower, just some motion in the gears. Once the tower stops, it'll make a sound for each of the four compass directions, the same sounds as for the Selenitic age, above.

The control panel next to where you entered opens the room where the Myst link book is. The symbols are:

- 1) an O with the bottom cut out.
- 2) point down triangle, rectangle, point up triangle.
- 3) circle over three triangles
- 4) left half circle, filled in. (These are easier to spot than it sounds.)

### **Channelwood Age**

Go to the windmill and turn the water on with the faucet on the floor. The pull-down lever is a red herring. Go back down and use the 'switches' in the pipeline to control the water flow to the first elevator. (Not the one next to the staircase!) Climb in, close the door, and use the lever to go up.

Up there, find the control to open/close the staircase. Go to the staircase, climb down, open the door, and then use the pipeline switches to send water to the generator next to it. Climb back up the stairs, and use the elevator there.

Find the rooms for both brothers (and Achenar's 'temple'), their pages are there. In Sirrus' room (the nice room), find the other half of that note you found in the Stoneship Age. Use the switches to turn on the lonely looking generator close to where you entered

the world. Turn it on, and watch the catwalk appear from the waters. Walk to the other side, down the other walkway, and find the crank to extend the pipeline back to the main line. Use the switches to turn on the elevator there, and climb up to find the Myst book.

If you're having some trouble figuring out where the water is going in the pipelines, listen as you walk past them. If you can't hear the noise of water, this section of the pipeline has no water. Also, you could just trace the water from the windmill, checking every Y junction as you pass.

### **Endgame / Dunny Age**

When you return four pages to either brother, he'll give you the same info: go to the library, pick the right-end book in the centre shelf, and look up diagram 158. Go to the chimney, press the button, enter the diagram below on the plate, press the button again. You'll see the green book (the Dunny Age), the blue page, and the red page.

Diagram 158 (click where there are X's):  
XXOOXXXX  
OXOOXXXX  
XOXXXXXX  
XOOXXXXX  
XXOOXXOO  
XXXXXOXO

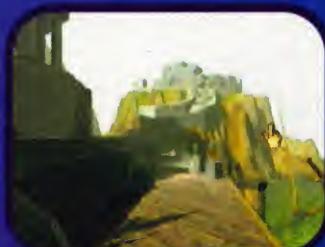
### **There are 4 endings:**

- give the last blue page (Achenar traps you)
- give the last red page (Sirrus traps you)
- go to Dunny without the white page (your own stupidity traps you)
- go to Dunny with the white page (Dad goes back, destroys both books, congratulates you, and asks you to stick around for further adventures).

The white page is in the vault. To get to the vault, follow the directions in the two halves of the note ("I" is the note break, the first half is in Stoneship, the second half is in Channelwood)

### **Marker Switch Vault Access Island of Myst**

The vault is located in very plain view on the island of Myst and its access can be achieved very easily if these extremely easy instructions are followed. First locate each of the marker switches on the island. Turn every one of these switches to the 'on' position. Then go to the dock, and, as a final step, turn the marker switch there to the 'off' position. Now that wasn't so very difficult after all, was it now...





## Tomb Raider

If you can't complete the first two levels, you've got no chance with the rest of the game. To save going over what most of you will have completed, we'll start with the third level. Some parts of this guide are abbreviated to save space, but all you really need to know is that 'R' means run, 'J' means jump, 'S' means standing and 'G' grab. It's pretty simple, when you think about it...

### Level 3: Lost Valley

The Shotgun is located near the Cog Mechanism, which is near the source of the first river.

The way forward is to go through the gap opposite the waterfall and climb up the rocks directly ahead (use look button to find the ledge). The other way is a dead end.

To kill the Tyrannosaurus Rex, find an entrance in the cliffs and shoot from safety. To do it in style run to the place where the second Cog is located (on the broken bridge) and shoot it at your leisure.

You now need 3 cogs. Here is where they are situated:

1st Cog: Go into the Temple entrance (at the end of the valley). Dive down to the bottom of the waterfall, on the right hand side.

2nd Cog: Climb up to the entrance located to the left of the temple entrance. Do a RIG to get to the other side of the broken bridge.

3rd Cog: Find the waterfall which has water at the base. Swim underneath and then climb up to the highest platform.

#### Secrets

Secret 1: Find climbable rocks located to the right of the temple entrance. Climb to the highest point and then jump onto the temple entrance roof. To get down slide down the slopes on the left hand side of the temple roof.

Secret 2: By the 3rd Cog waterfall, in the corner of the rocks.

Secret 3: By the 3rd Cog, instead of swimming underneath the waterfall find the climbable rocks on the left hand side. Climb up and then shimmy across the crack, you will be at the top of the waterfall.

Secret 4: By the Cog Mechanism. Drop off the left hand side of the bridge and shimmy across the crack to the river's source.

Secret 5: Use the three cogs on the Mechanism and swim to the end of the redirected water. Don't forget to collect the Shotgun.

The entrance to the Tomb is behind the Waterfall at the very beginning.

### Level 4: Tomb Of Qualorec

Operate the switches and make the jumps. The switch next to the collapsing platform (set in the middle room past the first save point) can not be switched (it's a trap but you must still go down to it). To make the jump back over the now collapsed platform (right of first save point), stand at the edge and do a SJG. Look out for the bad boulder trap located straight ahead as you enter/exit the main entrance to the Tomb.

Secret 1: After switching all the switches on and opening all three doors, head over to the area where there are poison darts. Sideflip over the darts until you get to the steps. On the left side climb up to the statue and a door will open in front of you. Run over the collapsing platforms and get the item.

Secret 2: Right underneath the 1st secret. Jump back to the doorway. This next jump is TRICKY. At the entrance, walk right up to the edge and then sidestep left until you are next to the wall, now sidestep right ONCE and turn to face the item under the

platform. Still holding the walk button take 1 STEP backwards. Now do a SJ towards the object, if you've done it right then Lara will land JUST after the spikes. To get out Walk (DON'T run) through the spikes and jump to the exit.

Secret 3: As you come out of the waterfall entrance dive down and swim to the small tunnel on the right.

As you come out of the Waterfall entrance you will be shot at, if you carry on and climb over the rocks as if you were going to the Lost Valley you will find another MediKit.

This isn't a secret though! You must shoot Larson to continue.

### Level 5: St Francis Folly

To open the doors either side of the big room push the block onto the Ankh switches.

To reach the opposite door to the Gorilla Door push the block to the far end (as you come in when you start) of the hole it's in and SJG to the right hand pillar.

Secret 1: Door above block and switches. To reach the higher ledge position Lara with her feet next to the bottom of the sloped block on her immediate left as she walks through the door. Jump onto the slope and she'll back-flip onto another sloped block, she will now jump forwards towards the ledge, hold down the Action button to grab hold. Watch out for the weak platform at the top.

Secret 2: When you have opened the second locked door carefully walk around the corner and slide down the slope. Just before you reach the bottom jump so that Lara hits her head and falls onto the sloped platform, wait for Lara to reach the bottom of the slope and JG to the opposite door.

Secret 3: Instead of operating the switch to drain the water (right after Secret 2), fall into the water and find the other room hidden in the ceiling.

Secret 4: Behind the door at the very bottom of the Gods Hall, in the dark corner. It's quite hard to get to but once you know how to do it, it's easy. This is how...

Above one of the God doors (Atlas) is a pressure pad. This opens the door at the very bottom of the Gods Hall. Make your way to this pad, step on it and then turn left and walk to the end of the platform. Look down to look at the door open, keep looking until it closes (it's very small and to see it you have to see it close). Turn right around and run over the pad and keep on running forward to the edge ahead. Just as you get to the edge use the roll button so that Lara rolls and faces the other way just before the edge. Lara will flip over and fall. Use the Action button to grab the edge as you are falling and then let go as soon as she's grabbed the edge, this will lessen the damage when you fall. As soon as you land flip over and run forward, do the same movement (roll before edge, grab, fall) on the next edge. You will now be directly facing the secret door (albeit on a higher level). Run forwards and then run over the edge ahead, it's a long fall which takes energy but it's the only way. You will now be right in front of the door—if you did everything quickly enough then the door will be open long enough for you to get through.

The next part has Lara climbing down a tall room (Gods Hall), don't walk off any platforms without looking first, it's a very long drop to the bottom!

Occasionally Bats will attack Lara, hold down the Walk button to prevent her from walking off a ledge whilst shooting them. Flick all the switches on the way down and they will open the doors to 4 sections. These are:

Damocles: As soon as you collect the key the

Swords will be activated. Either walk slowly through the columns (walk one step, STOP, and repeat), or run and heal quickly any damage, be careful though as 1 sword can take 3/4 of your health if it hits you perfectly. Don't forget to collect the items above the Damocles Key and the Medikit located above the Damocles doorway.

Thor: Run straight through the electricity. Stand on the switch until you hear a click, and then MOVE. Now push the blocks to reach the high door.

If you do these two first, then Pierre will appear and try to shoot you. Make your way to the bottom again to shoot him.

Atlas: After killing the Gorilla walk through the gate. If you walk close to the boulder it will roll towards you. Quickly flip over and run the opposite way, as you see the edge coming towards you flip just before it (so that you fall over the edge facing the other way) and hold the action button. Lara should now be hanging and the boulder will roll over the top of you.

Neptune: Dive down and operate the switch, you cannot return to the surface without doing this. After operating the switch return to the surface for more air, and then collect the key from the end of the underwater corridor. Put all the keys in the locks at the bottom of the main room.

### Level 6: Colosseum

To get into the Main Colosseum, go to the back of the Entrance Building on the left hand side and then climb up the two balconies.

Secret 1: Instead of going through the entrance to the Crocodile Pit jump over to the right of it (to the left of the water). The jumping is very tricky and one wrong jump will send you right back to the beginning. Shimmy across the crack above the Crocodiles to get past.

Secret 2: Climb up in the middle of the crack above the Crocodile Pit.

Lion's Den Puzzle - Timing is the key to this. The plate at the back opens the 2 gates. As soon as you walk over this RUN to the left gate and quickly pull the switch, turn around and quickly run to the next room. Timing is very tight so cut every corner. If the door is closing then try and jam yourself in it, it will reopen if you get caught in it.

To avoid the rolling boulder fall into the hole.

Secret 3: In the room where there are lots of pillars where you have to get to the top to operate a switch (that opens the door to the area that holds the key behind the moveable block). It's very tricky to accomplish – this is what you have to do.

If you walk right up to one of the columns you will hear a door opening. If you look up you can see it on a two block platform. You now have to jump forwards onto the smallest block, sideflip right, back-flip, sideflip left, jump forwards and then run through the door. It takes quite a bit of practice, so don't be put off.

The key to the gates is hidden behind the moveable block, near the switch which opened the door at the end of the Gorilla Room (the one you thought was going to contain the key).

### Level 7: Palace Midas

The objective is to get 3 Lead Bars, from 3 of the 4 rooms detailed below.

Don't step on Midas' hand, whatever it will turn you to Gold.

The doors by the 5 switches can be opened by matching the symbols above the door to the switches. Y means ON (down) and the Ankh means OFF.



YOOOO: This room is VERY tricky. The objective is to jump across the platforms and collect the Lead Bar at the end. The first three platforms can be made easily by running and holding down the Jump button. The last platform requires a RIG and this takes time to do. The flames will re-ignite when you grab the edge, pull yourself up(you will be taking damage) and QUICKLY turn right around, now back-flip and you will flip over the flame and not be set on fire.

YOOOY: Save point. This is where you must take the 3 GOLD bars to.

OOYYO: (Above this door is an item, use the pillars to get to it). Pull block (with purple dots) and return to the room before. The roof will have collapsed making a slope. An easy way to get onto the pillar in the middle is to jump onto the steep slope next to the pillar and slide to the bottom of the pillar. Face the pillar and back-flip, you will now jump forwards towards the pillar, hold down the Action button to grab onto the pillar. Make your way across the slope to the exit. Jump across to the T-Shaped water area.

Secret 1: Below you as you enter the T-Shaped water area.

Secret 2: Swim down to the centre of the T-shaped water area and swim under the ledge. The item can be obtained by going down the right side of the room. Position Lara at the bottom of the first V-shape(at the bottom of the first steep block) and then jump forward twice. It takes a bit of practice! The next lead bar can be located by going down the gap between the doorway and the T-shaped pool.

After killing the 3 Gorillas in the arches (look for the Medikit) you will have to do a RIG to the opposite side. Look for the lowest point of the crack and aim for it. Look out for the weak platforms ahead.

OOYYO: Pull back the block to find the switch. Carefully check every jump you make. The last jump is tricky, take 2 STEPS backwards and then do a SJG.

Find MIDAS by going to the Garden Area and find the entrance above the Sundial.

#### Level 8 : The Cistern

1st Key: On the HIGHER platform in the corner of the main room (above the bit where you have to shimmy across the crack).

2nd Key: In the room next to the Cistern(located off the Main room). Dive down through the grill floor and climb up to the top of the next room.

Secret 1: Look in the dark areas of the pool in the middle of the Main room.

Secret 2: Climb up to the top of the Cistern room and see what you find.

Magnums: In the room where you first meet Pierre (and 2 Gorillas), jump across the platforms until you reach the end platform. Instead of jumping for the crack WALK to the edge and take 2 STEPS back. Do a SJ forward and you should land right down next to the two Magnums.

1st & 2nd Grey Key: Located in the rooms found by going through the entrance in the pool in the Main room.

To get the 2nd Grey Key the water level MUST be low. Go through the room where you first met Pierre (first door on left as you first came into the main room), go through the level and then climb to the top of one of the tall rooms.

Use the Cistern to change the height of the water. This will help you to get to the room containing the Gold Key.

Use the Switch to open the gate to the 2nd Key area.

Secret 3: After going through the Gold Key door push the moveable block through the doorway(opened by operating the switch). Use this block to climb up to the high ledge.

Exit by falling down the hole left by the moveable block.

#### Level 9: Tomb Of Tihocan

Go through the LEFT door at the top of the second tall room, timing the Swinging Blade. Find the way Forward by pulling the switch(after shimmying across crack) and then falling into the water and swimming right. Look out for the Crocodile.

Gold Key: Find the switch(below the room with the spikes) and then go through the door. Jump for the crack not the door, when exiting do a SJ.

The doors in the next section are opened by pushing the moveable block over the floorplates. Climb onto the block after pushing it, as Gorillas and Rats are released.

Look out for the Double Boulder Trap in one of the rooms (look for the room with a MediKit near the doorway). Collect the Key.

Collect the other Key by going through the high door. Walk slowly until the Metal Teeth start, walk as close as you can (one STEP away is enough) and run when the teeth are withdrawing(right after they've snapped shut).

Use the Keys on the two locks and slide down the slope (look to the right through the door to see an unused switch texture map).

Kill the Crocodile by climbing onto the nearest platform. Continue forward from this platform to find an important Switch. To find the door opened by this Switch swim directly underneath the Main Entrance to the Tomb (look for the lit area).

As soon as the Main Door to the Tomb is opened a Stone Statue will come to life and attack you with Fireballs. Run into the Tomb to protect yourself, try and shoot it from inside the Tomb. If you've already completed the game then two Stone Statues will attack.

Shoot Pierre to get the Scion and a Gold Key.

Secret 1: It's at the bottom of the corridor in which you met Pierre and had to go through the metal teeth. It's on the right as you enter the crocodile pit, in the corner. We don't know how to open it though It may have something to do with running down the Metal Teeth corridor, running through the Teeth. If you run from the top and not hit any walls on the way down you always make it through the teeth but the door isn't open.

#### Level 10: City Of Khaimon

Use the lower moveable block as a bridge to drag the other across. Find the Key behind Sphinx Head.

Look out for the Boulder Trap, it rolls down the slope by the Cat Statue (where you first meet a Crocodile).

The way forward is through the underwater corridor, in the pool by the Cat Statue.

Use the moveable block to reach the higher platforms. Find two switches.

Secret 1: Long fall (by the switch that operates the floor under the Cat Statue). Back off and grab the ledge to lessen the fall.



Look out for the Spike Trap underneath the Cat Statue (CERTAIN DEATH). Look for some steps leading down, if you step on them they turn to slopes and you slide into spikes. Ouch!



Use the Switch to operate a Trapdoor which lets sand through a hole revealing the exit. Careful entering the sand room as there is now a big drop, jump off or lower yourself down.

#### Level 11: Obelisk Of Khamon

Quite easy this one. There are lots of surprise attacks, so tread carefully.

As you come through the doorway, by the Keyhole, there will be 2 doorways (behind blocks) on Lara's left. The left door holds a Key and the right is a red herring. The doors straight ahead as you come through the door are both dead ends. The one on the right holds a Panther and a MediKit.

The Key opens both the door next to the Keyhole and the high doorway.

The objective of this level is to find four switches which operate the bridges in the Central room. These bridges enable you to collect 4 artifacts (Eye Of Horus, Scarab, Seal Of Anubis and an Ankh), these artifacts are to be taken to the Obelisk (reached by swimming down the long tunnel under the bridges), which is next to the Sphinx (seen on the previous level).

#### Bridge Switches

1: In the first room, climb up to the higher exit (by moving a block and climbing on it).

2: Find the entrance in the Bridge Room (which is next to the first room with moveable blocks) that leads to a high room. Climb to the very top and the switch is at the top.

3: After the second switch there's a hole in the ground which leads to a slide. Slide down to the bottom and then flick the various switches to change the slopes to steps to get to the next switch.

4: Go to the switch that switched the second slope to steps (in the Bridge Room) and go to the other exit (by the bridge you haven't dropped). Explore this level and the switch is at the end (got to by going round the side of the room and doing lots of shimmying along edges, as well as a Save Diamond).

The best weapons to use are either the Shotgun or Magnums.

A good diving position is by the bridge switch two. For fun only...

To get to the last two items you have to get to the very top of the four bridge room and fall through a hole which leads to a big long slide down a slope.

Use switches to change the slopes to steps.

Secret 1: At the top of the room in which

there are two Mummies below, there's a doorway leading to the switch that brings down the fourth bridge (and a Save Diamond).

Secret 2: Go through the other entrance(in the bridge room) by falling in water and climbing up. Climb the high room to the very top and then look for the Bridge two switch, right by it are three pillars and a platform sticking. Get on this platform and do a RIG to the top of the pillar in the middle of the bridge room.

#### Level 12: Sanctuary Of The Scion

Find the two Ankhs and put them into the slots in the Sphinx's head.

Go high up on the Sphinx's head to get a good view of the walls each side so that you know where you're going.

Look out for Winged Demons whilst finding the important switches located up the sides of the rocks. Take care when jumping, it's a long way down.

To enter the Underwater Statues, go to the statue on the right and swim between the feet, and operate the switch (a lever switch right next to the door NOT the Gold one) which will suck you in.

Go up the winding corridor in the left statue, collect the Scarab, but instead of putting it in the door go up the middle again and climb out of the Sphinx. Now go to the middle door again and jump down. Since the jump was high anyway it's even higher now because the water level has been lowered.

Leave Larson 'sucking wind' and get the Scion.

#### Level 13: Natla Mines

The switch to operate the door behind the moveable block is located behind the waterfall. A secret entrance is located on top of one of the cabins. Push the moveable block directly underneath the hole in the ceiling to be able to jump to the cabin roof.

After operating the switch to move the boat, use the boat to jump over to a new area. Find the moveable NATLA blocks. Find the batteries to operate the crane which lowers the cabin which contains a gun.

Battery 1: On the conveyor belt. Find switch to open the door which leads to the switch which turns on the conveyor belt. The switch is located by the "nothin personal" boss, above the block you just pushed through the door.



**Battery 2:** By the Cowboy, past the moved excavator machine. Be sure not to try and tangle with him without the benefit of your pistols...

**Battery 3:** In the boulder trap area, by the cabin with the secret entrance. If you don't make it, then climb up to where the boulder came from and return to the beginning.

Drag the TNT block to the next room and then operate the switch beyond to blow it up, revealing a new area.

Look out for the Triple Boulder Trap after the Skateboarder. One comes down the middle, the other comes down the right and the other comes from the left at the top.

Move the sandstone blocks to make room to push other blocks around.

Climb up the Pyramid entrance (using the not so steep platforms) to find the switch which operates the door to the Pyramid key.

**Secret:** In a room where there are lots of jumps to do (over lava). There is a moveable block that has to be moved QUICKLY before a boulder kills you. To clarify the position of this, think of the room where you meet the Cowboy. After proceeding past this and into the cavern with a number of high pillars... well, look around. You're bound to see it. It just happens to contain a new Shotgun, among other goodies...

#### Level 14: Atlantis

The round objects smash open revealing monsters in the first area. If you hear gurgling and see the tubes at the sides of the globes moving then if you go close to it something will come out.

You have to go right next to the first door (left of the middle door) for it to open.

Look out for the Steel Jaws Trap by the jump in the very tall room (where you first meet a Demon Bat). STOP as soon as you land on the other platform.

Use the crack to find the switch which operates the door after the long jump. To do this jump do a RJJG.

Use the 'pushable' block to block the rolling boulder that blocks the door.

**Secret:** Just before the Trap (below), I'm not sure what you have to do, but I think it's a timing puzzle linked with the second switch (by the area where there are lots of jumps and Lava at the bottom). A door opens just before the trap, look for a green stripe (maybe just a Saturn glitch).

#### Boulder/Dart/Steel Jaws Trap.

Tricky this, if you run straight up the slope a boulder will crush you. The best way to do it is to face the slope and then sidestep right, now run up to the wall avoiding the darts (be careful of the first dart as it can catch you and take all your energy). Still facing the wall turn left, so you are facing the side of the slope. Now hold down the Action button and climb up onto the slope and quickly walk forward until you drop off the other side. The boulder will now roll down the slope and you'll be safe. Now just turn around and climb onto the slope again and go through the jaws, which are now deactivated.

In the Throne Room, one of the blocks can be pushed. There are switches on either side of a door, as soon as you operate a switch the floor underneath you will open. ONLY operate the left switch. The easiest way of doing this is to back-flip IMMEDIATELY after you pull the switch and then, with your back to the door, walk backwards off the ledge and grab hold as you fall. When you land at the bottom immediately jump forward to jump the spikes.

#### Clone Puzzle

When you come into this room you will notice a monster ahead, DO NOT SHOOT. The monster

is a mirror image of you and will do everything you do, in mirror image. To do the puzzle you have to find a switch that opens a trapdoor, now run to the opposite side of the room to where the trapdoor is mirrored. On this side there isn't a trapdoor so you are safe. However, your clone will fall down the trapdoor. Remember to do it quickly as the trapdoor closes after a while.

Later you will find a nasty timing puzzle. On one side is a switch to open the door and on the other is one to operate a bridge to that door. Operate the Door switch (right) first and then operate the Bridge switch and then RUN, because it is timed.

#### Level 15: The Great Pyramid

This levels contains no nasty problems to solve but it has plenty of tricky jumps, timing problems and hard to get to secrets.

#### How to kill the Abortion

The easiest (I) way to kill this monster is to run around it. If you get the right angle, then Lara will shoot with one hand at the monster while running. It takes a while but this is the best way. After killing the monster the way forward is to jump off the bridge (through the door) and negotiate the tricky timing jumps ahead. Look out for the bits of lava shooting out of, um, the lava.

**How to avoid the traps after the Save Point**  
After jumping to the next platform after the save point, edge slowly to the edge of the collapsing platforms (careful as you can walk onto them). Face the door way (use the look button to aim) with the swinging blade. Press Forward as soon as the blade is vertical with the doorway and swinging away from you. With a bit of luck you should make it. DON'T STOP!

As soon as you go through the doorway run down the slope and turn right, ignoring the MediKit. Once the boulder has finished rolling you can jump over the boulder to collect the new MediKit.

Stand at the very top of the next slope facing the swinging blade, use the walk button to get to the edge. As soon as the Swinging Blade is at its highest point swinging left, press forwards. At the bottom of the slope jump over to safety, avoiding the boulder. The next bit is a pain. As you go through the doorway STOP, as soon as you walk forwards lava will start pouring into the room. You have to run down the centre and avoid it. The last 2 Lava flows are tricky because the easiest way to get through is down the middle but the entrance is on the right. The best way to do it is to jump while you are right in between the last two Lava flows.

The next bit is also a bit tricky. It's a double Boulder Trap.

Run straight forward to the edge ahead and STOP right at the edge. The first boulder will have rolled over the top of you. The next is easy, just stand at the edge and do a SJG, you will jump and grab the opposite ledge, the boulder will then roll over your fingers!

There are a few more boulder traps but they are quite easy (except for one).

#### The NASTY Boulder trap!

You'll know this one when you meet it! The problem with this one is that it is activated very late leaving you little time to avoid it, and adding to that is the minimal room available. I find the best way is to walk slowly until the boulder activates and then flip over and RUN for the doorway. It takes a few practices but you can do it with millimetres to spare.

Go up to the Scion and shoot it. The rest of the level is quite easy. Watch those high jumps!

As well as the ending sequence, you also get the bonus of being able to play through the game with infinite ammunition for each weapon. There may be other goodies, but



we've yet to discover these. The first person who manages to get in touch with us with genuine information on what happens if you complete Tomb Raider will get a prize...

#### Ultimate Mortal Kombat 3

Enter the following codes on the purple skeleton screen.

##### FreePlay Mode:

Up, Up, Right, Right, Left, Left, Down, Down or Up, Up, Left, Left, Right, Right, Down, Down. If you did it correctly a voice should say "Excellent" Then wait for the menus and don't push any buttons. Either of these codes are supposed to put you in freeplay mode.

##### Hidden Character Codes:

These codes are presented in the following button order: X, Y, Z, A, B, C.  
Mileena: 7, 0, 0, 7, 2, 3  
Classic Sub-Zero: 7, 6, 0, 5, 2, 0  
ERMAC: 9, 6, 4, 2, 4, 0

##### Play Human Smoke:

Player 1: After selecting the robot hold Left+HP+BLOCK+HK+Run.

Player 2: Use the above code but substitute Right for the Left.

##### Shao Khan's Treasure:

The first ten are available at different difficulty levels, the last two are available when you win an eight person tournament or beat Shao Khan on the 4th Tower (Path Select).

1 (Dragon) Outcome

2 (MK) Play Galaga

3 (Yin Yang) Fight Ermac

4 (3) Fight Noob Saibot

5 (?) Random

6 (Lightning Bolt) Fatality Demo 1

7 (Goro) Fatality Demo 2

8 (Raider) Fatality demo 3

9 (Shao Kahn) Fight Noob Saibot and Ermac

10 (Skull) Classic Match

11 (?) Mega Endurance Match

12 (?) Supreme Demo

##### Random Select:

Hold Up and press Start.

##### Extra treasures of Shao Kahn:

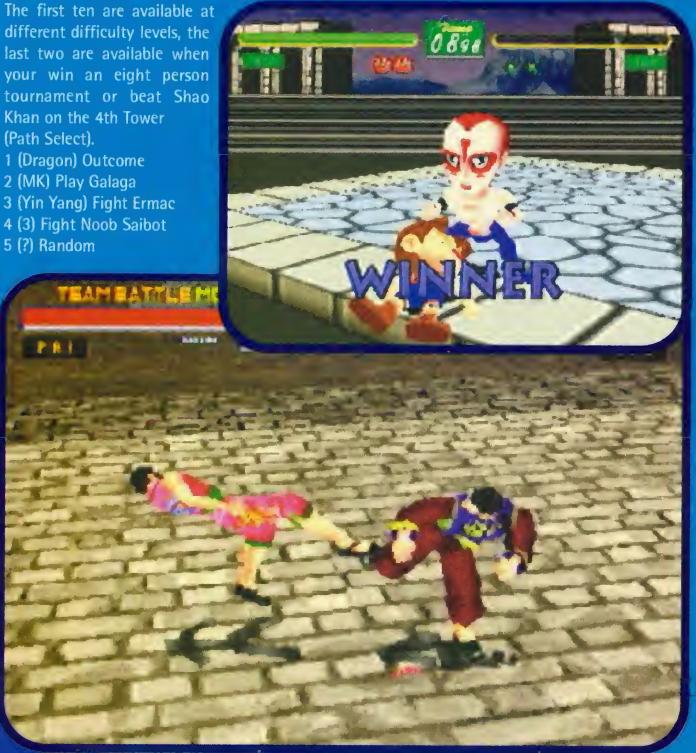
If you beat the game on second Master Mode and get to the treasures of Shao Kahn, go to the last one on the right and now push right one more time for more treasures!

##### Additional VS Kombat Kodes:

390-000 Player 1 inflicts half damage  
000-390 Player 2 inflicts half damage  
390-390 Both Players inflict half damage  
722-722 Combo System Enabled  
321-789 Super Run Jumps  
555-556 Special Moves Disabled  
688-433 Quick Uppercuts  
040-404 Real Kombat  
024-689 Super Endurance  
975-310 Regenerating Powerbars

##### Smoke Morph for Shand Tsung:

Back, Back, Down, LK (do this fast)





## Virtua Fighter

### Play as Dural

At the character select screen, spell her name like this:  
DOWN, UP, RIGHT, A + LEFT

### Ring Size

At the 'Press Start' screen, enter...

UP (12 times), START

Now enter the options screen. Move the cursor down to Exit, then press down once more. The cursor will disappear. Press A and a second options screen will appear.

### Change in VS mode

After a match press both L and R.

### Add Dural to Ranking

At the 'Press Start' screen, quickly press UP (17 times), then Start.

### Colours

Using the L+R trick in Vs mode you can choose the clothes of your character by which button you press...

Start = 1P scheme

A = primary scheme

C = alternate scheme

Note the wording here, because the primary scheme for 2P is the alternate for 1P – think as if you were playing a normal same character vs same character match.

To have both players as jumpsuit Sarah, both players can hit Start, or player 1 hits A and player 2 hits C.

To have both players as cut off and jeans Sarah, player 1 should hit C and player 2 should hit A. It doesn't matter which button you hit to select the stage.

## Virtua Fighter 2

### Play as Dural

At the character select screen, spell her name like this:  
Down, Up, Right, A and Left

### Play as Gold Dural

Down, Up, Left, A and Right

TIP – Defeat the game easily to gain an extra options menu.

You can easily defeat the game to get the extra features by first wiping the main memory clear of the VF2 entry, then turn learn mode off and finally defeat the game on Expert Mode.

### Alternate Clothing

It's in the manual, but who reads them? Hold down UP on the D-pad when selecting your chosen character.

### Slow Motion Replay

Right after the last hit in the round is made, hold down A, B and C on your controller.

### Alternative Camera

When you are in Watch mode, press X on player one's controller and it will let you see the match from a diverse camera angle.

### Jeffrey's 'Teleport' Code

To do this trick pick Jeffrey and Shun. Make Shun sit down, then do Jeffrey's semi power bomb and see what happens. This cheat can be done anywhere.

### Copy Taunt Trick Code

Make your opponent stand on the edge of the ring, so when the announcer says "Time Out" the opponent will stumble out of the ring, and instead of doing his loosing animation he will copy the winners victory animation. It helps if the characters are perpendicular to the edge of the ring, instead of at an angle.

### Watch the Credits Code

Hold down all six buttons during the demo of the game and the credits will roll by.

## Virtua Fighter Kids

### Play as Dural

In the character selection highlight Akira and press Down, Up, Right, Left and A.

### FMV Endings

Beat the game in Arcade mode and you will get treated to a FMV for your character. Then a mini movie theatre option opens up in the options screen which allows you to watch the endings for the characters you have won with.

### Wireframe Mode

Hold the L while selecting a character and hold it until the game begins. Note: You may have

to view all the players endings for this code to actually work.

### Something Fishy

At the select menu after you do the Dural code press and hold down C (when you choose between normal and kids mode) until the match begins.

### Select Camera Angles

In watch mode you have a choice of seven different camera angles. Press X to get a random angle, and from there press any of the buttons (L, R, X, Y, Z, A, B, C).

### First Person View

Hold the L and R buttons to choose a character, hold it until the fight starts. This provides you with first person view mode.

## Virtual On

### Colour Shift

To change your mech's colour, press Left Shift to make a choice on the Select screen.

### Crouch Attack

To perform a crouch attack, Left or Right or Down and Left Shift and Right Shift and A or C or Y.

### Play as VR Jaguarandi

At the start screen, hold Down and press both Left Shift and Right Shift. If you did this correctly a chime will sound and VR Jaguarandi will be selectable.

### Special Attacks – Temjin and Viper 2

Temjin and Viper 2 can perform special high-powered attacks if their weapon gauge is full. To do so, jump and press Up, Up and Y, Y while you're in the air.

## World Wide Soccer

### Move Flags

When the flags are being shown on the screen, hold L or R and use the D-pad to change the way the flags move. Um, that's a bit of a crap cheat, isn't it? Well, what do you expect for £4.99? Quality merchandise?

### MESS STADT

# TOTAL SATURN

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Thanks to: Mark at Sega for sending us a load of games. Without his help, we'd have probably ended up staggering around Devon game stores, begging for obscure Saturn titles, bless him. Special thanks also go to James Gale of Total PLAYSTATION for his tireless efforts in assisting us during the last days of our schedule. He's asked for us to pass on the message 'Thanks to Rick Baker for keeping the faith'. Quite what he means by that is beyond us, but it's probably 'big up ya' or 'massive', we'd imagine.

Cheers go to Doug and James of Virgin, Michelle and Steve at Gremlin, Nick and Finn at JVC, Steve at Endos... and anyone else we've forgotten. Anyone wanting to write in and tell us about games we've missed should be aware that we've just had a flash new bin installed in our office. Fancy feeding it? Go ahead and complain.

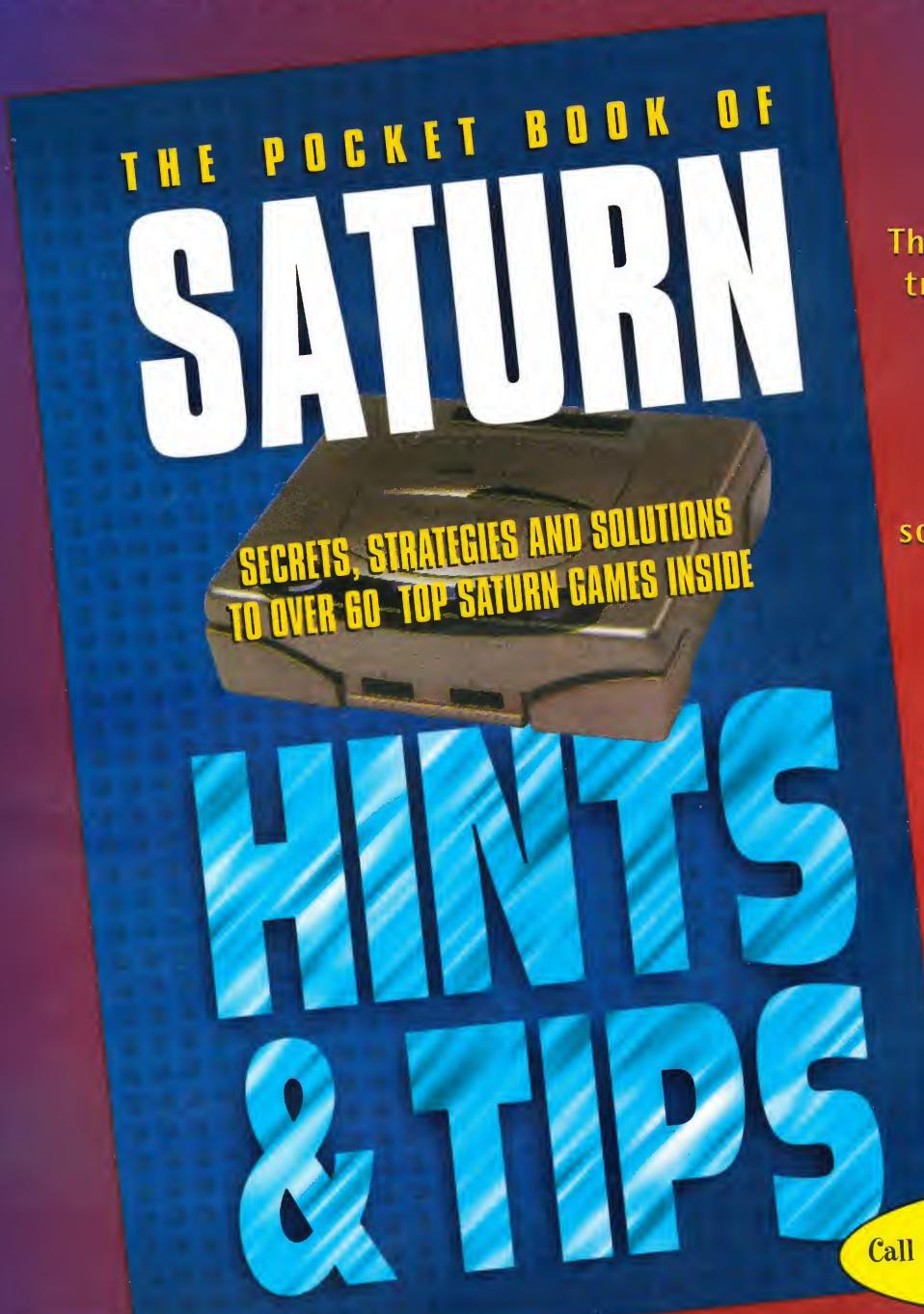
# Next Month

After such a gargantuan issue, how could we even consider trying to match or beat it with TOTAL SATURN 5? But try we must. Reviews of new Sega, Psygnosis, Electronic Arts and JVC releases are assured entries in next month's pages. We'll even have previews of a few hot Virgin, LucasArts and Activision projects. Things is, we're not going to tell you what they are. This is our special Next Month Page gift to you. Imagine the fun you could have trying to guess what each one is... before being proved wrong by a surprise exclusive next month. This month's TOTAL SATURN was brought to you courtesy of the letter 'S', the action 'hit' and the word 'hours'. We're just off to balance a packet on Just Fruits on a snail — with any luck, it'll be just as successful as our attempt to staple some krill to a ceiling. You should try it. It's a good way of resting your eyes after virtually ruining your eyes playing Saturn games all day...

Total Saturn Issue 5  
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